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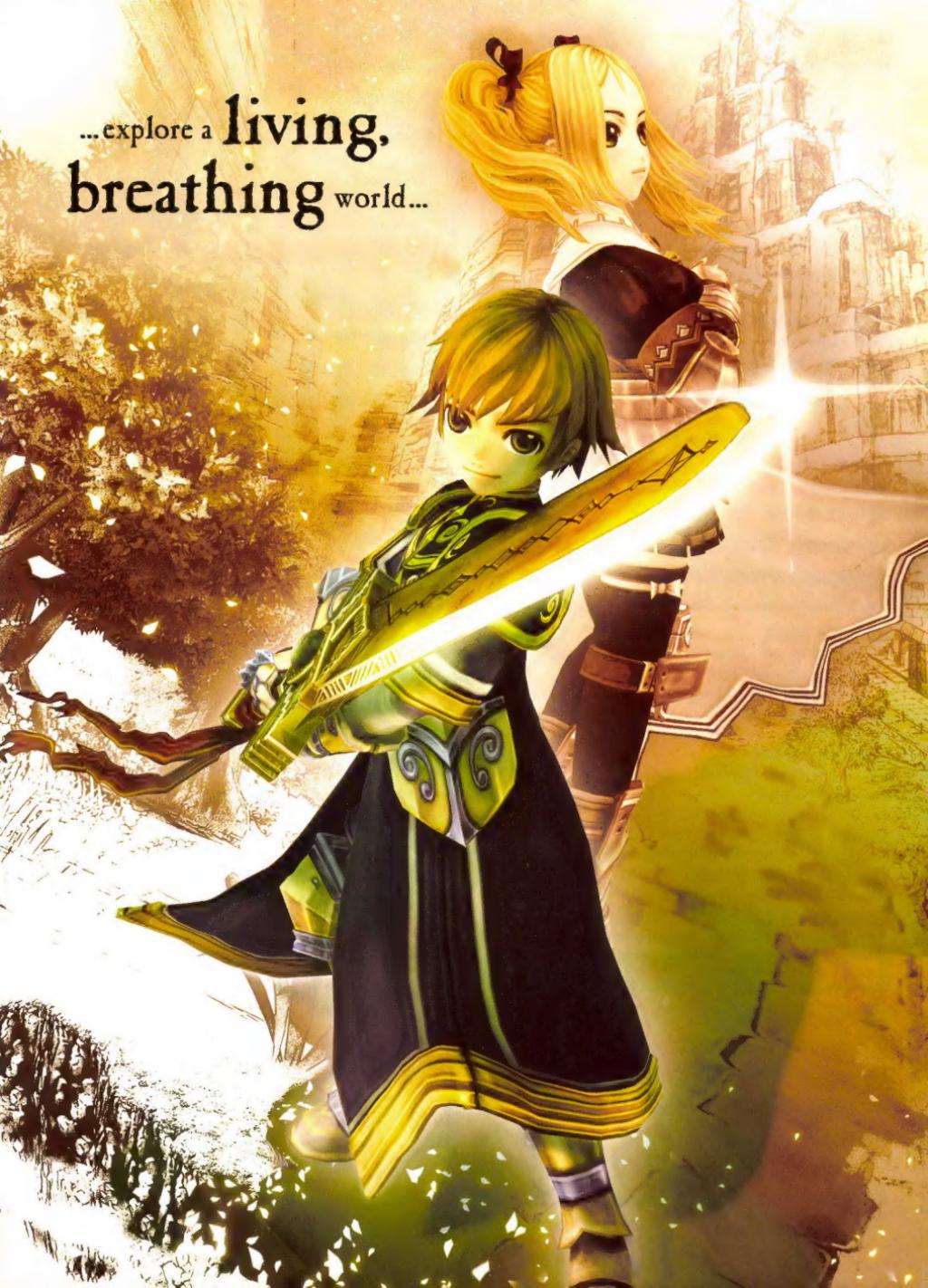
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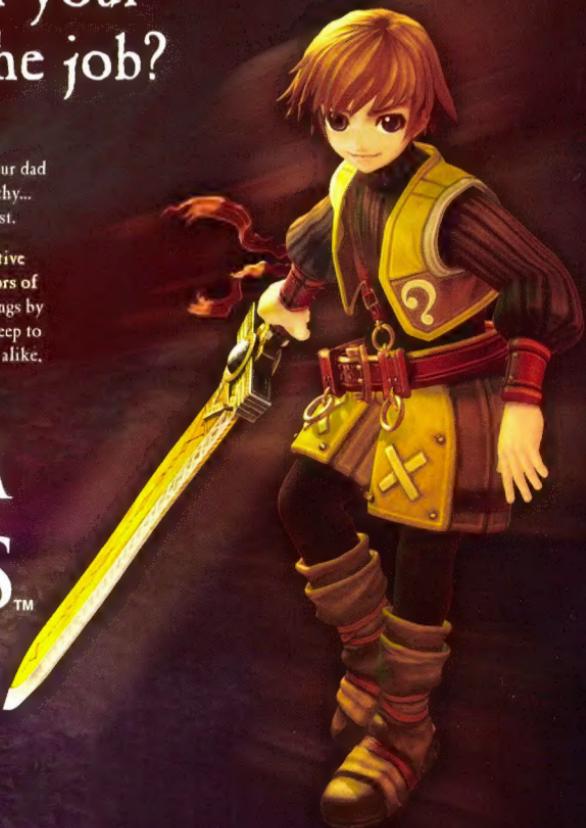
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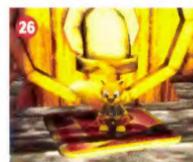
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ED'S LEVEL-UP BONUSES

As Ed levels up, so do his alchemy abilities. Although he automatically learns specific weapon transmutations during the game, he can also improve his ability to transmute existing objects. One tip to extend the life of a transmuted weapon is to wait until the last possible moment before transmuting it into its Level 2 form (with the exception of the Rockblockers).

At Level... Ed Learns...

14	Level 2 Rockblockers
16	Level 2 Gauntlets
18	Level 2 Bombs
20	Level 2 Cranes
21	Level 2 Stonespikes
24	Level 2 Steel Balls
26	Level 2 Shuriken
40	Level 3 Stonespikes
45	Level 3 Rockblockers
99	Level 2 Flash Bombs

RANK PRIZES

After defeating a boss, you're given a scorecard which grades your performance. This determines what kind of prize, if any, you'll receive afterward.



CHAPTER ONE The Desert City of Lior

This is a tutorial chapter. Follow the road to the temple. Inside the first floor of the temple, use the alley-oop maneuver to get up to the ladder leading to the upper levels. When you find Father Cornelio, his pet will attack.

BOSS: Chimera



Rank Prizes

A, B, C or D Lead Earrings

After defeating the Chimera, follow Father Cornelio down the secret passageway. Enjoy some Leto Cultist bowling, watch the cutscene, then head out to the courtyard for the final confrontation of this chapter.

Strategy Guide by Charlotte Chen

FULL METAL ALCHEMIST 2 CURSE OF THE CRIMSON ELIXIR



Fullmetal Alchemist is a unique anime that blends extreme pathos (mothers die, limbs are lost) with an interesting scientific twist (alchemy is the science of "equivalent exchange") and a good dose of self-deprecating humor—Ed's palpitations whenever anyone calls him "short" are just one example of this ability to infuse hilarity into a story that's primarily based on a dark center. Al, his younger brother, is a soul affixed to a large empty suit of armor, yet his sweet and gentle nature is a good counterpart to Ed's sometimes rough nature. There are some significant improvements in this sequel to *Full Metal Alchemist* and *The Broken Angel*. The animation is crisper, and they've added voiceovers to the dialogue, creating an even deeper immersion into the anime the game is based on. In addition, Al has more free will and is easier to command, and the special attacks have been compressed into one Rage attack, which is much easier to execute and covers the entire battlefield.



BOSS: Cornelio



Prior to attacking you, Cornelio will mobilize some large statues to attack you. Use Al as a decoy, transmute a cannon and shoot them while they're bunched up. Next, he and his bizarre cultists will attack en masse. Concentrate your attacks on Cornelio. When red sparks shoot out from his body, he's about to transmute a handheld cannon, which he'll fire around himself in a circle. Just circle around him until he runs out of juice, or attack him before he completes the transmutation. Have Ed transmute the items in the courtyard to keep the minions at bay, and also have them bunched up for when he performs a Rage attack.

Rank Prizes

A or B	Charm of Renewal
C	Elixir (M)
D	Elixir (S)

CHAPTER TWO Trouble In East City



Follow the car-bombing terrorist down the manhole after dispatching his buddies, the hanging-around-in-the-alley-looking-menacing terrorists. If you go back and check the bombed military vehicle, you'll find a dog tag. Also, if this is the second time you're playing the game, you'll see a cutscene with Lieutenant Hawkeye and she'll drop the Bullet of Discipline.



Keep following the terrorist until you reach an impassable barrier of thousands of gallons of rushing water. Go back to the door marked "Authorized Personnel" and go through. Defeat the run-of-the-mill terrorists, and eventually one of them will blow up the console that controls the floodgates. Have Ed transmute it into a cannon. Shoot the chains holding the floodgates open.

Now you can follow the original terrorist across the tunnel. Transmute as many items into armaments as possible, and watch out for the red plastic hammer. It's not a strong weapon, but it's fun to use, and you'll gain levels quickly by using it.

CHAPTER TWO Trouble In East City



BOSS: Bald

Enter the battle with a full Rage meter, then follow up with a quick combo using the red plastic hammer. Once that's done, switch to a more powerful weapon and fight on the defensive, letting Al take the brunt of the damage. Wait for Bald to concentrate on Al, then circle behind and attack.



Rank Prizes

A or B	Lucky Pouch
C	Elixir (M)
D	Elixir (S)

CHAPTER THREE The Tucker Mystery



After finding Mr. Tucker's glasses in the pool of blood, look around the tables and bookshelves to find some documents about his alchemical experiments with trying to synthesize talking chimeras. Go down the stairs in the back of the library. In the Storeroom, you'll encounter winged chimeras, so fight them the way you did in the first chapter. There are some boxes here you can transmute into miniature wind-up versions of Ed to act as decoys, but it probably won't be necessary.



When you enter the sewers again, you'll see a gauntlet of chimeras blocking your path. Don't approach them. Instead, transmute the nearby object into a boomerang, and take them out one by one. They will

not come up to you, so this shouldn't be a problem. Keep Al by your side so he doesn't take unnecessary damage. When you go deeper in, winged chimeras will attack as well. These can be easily dispatched with a boomerang also.

OPTIONAL BOSS: Scar



[Note: It is not necessary for you to defeat Scar in order for the game to progress.] The recommended level for Edward and Alphonse if you intend to defeat Scar is Level 15-17. There are several pieces of equipment you'll need: the Fasthold Gloves, the boomerang and

the Stylish Cow Warrior, which can be transmuted from a bottle. You should already have the boomerang just from transmuting stuff in the sewer, and you can get Al to equip one as well. The Fasthold Gloves are actually inside a crate in the southeast corner of the map, and you'll have to coax Scar into breaking the crate for you. As for the bottle for the SCW, it's behind a crate in the northwest corner of the map. Get Scar to break the crate, but watch out—the SCW can injure both friend and foe.

CHAPTER FOUR Back In Resembol

OPTIONAL BOSS: Armstrong



[Note: Just like Scar, defeating Armstrong is optional. If he wins, the game will continue.] Ed is not permitted to use any alchemy during the sparring practice, so sit back and let Al start the assault. When Al's hits are connecting, quickly run up and start pressing □ rapidly until

you've connected up to 20 hits for a brother-assisted combo attack. Keep an eye on Al's health and replenish it if necessary, so

Armstrong keeps his attacks focused on him instead of Ed.



Once the ruckus with Armstrong settles down, Ed and Al will head toward the Hill Cave, which is infested with golems. There are four types of these creatures: small, humanoid, floating and wide. The small ones you encountered previously in the Leto Temple. They're short, inky-black monsters. The humanoid ones can take on human guise. Floating ones...float, and wide ones are large and headless.

The Hill Cave is divided into nine Chambers, and Ed and Al enter the first one automatically. The others can be identified by a number on a plaque above their entrances. You need to go into



Chambers 2, 6 and 9 to find the four pieces of the broken slate needed to open the sealed door in Chamber 1. Each of these slates is being held by a wide golem which you must defeat. Once you get a piece of slate, go back and put it inside the round depression in the sealed door.

Hill Cave, Chamber 1—Small and humanoid golems will attack. There's a save point near the sealed door, which you can also use to heal if necessary.



Hill Cave, Chamber 2—Humanoid, floating and wide golems are inside. The wide golem has an attack where he surrounds himself with explosives. Don't stay in close with it. Once you defeat him, you'll receive Slate A.



Hill Cave, Chamber 3—After putting Slate A in the sealed door, Ed will learn Hammer transmutation and break the wooden barrier blocking off the other chambers. Use transmutation to make shuriken to throw at the flame-spouting small golems across the crevasses. The entrances to Chambers 4 and 5 can be found here.

continued

CHAPTER FOUR Back In Resembol continued

Hill Cave, Chamber 4—This chamber is filled with floating golems that never stop respawning.

Hill Cave, Chamber 5—Chamber 5 contains small, floating and humanoid golems in addition to the entrances to Chambers 6 and 7.



Hill Cave, Chamber 6—All four types of golems are in here. Kill the wide golem to get Slate D. It's standing on a ledge with its back to the wall, and in addition to launching bombs around itself, it's equipped with some rapid-fire guns. Transmute shuriken to attack from a distance, and use Ed's Rockblockers to shield from the gunfire.



Hill Cave, Chamber 7—Small, humanoid and floating golems appear in this chamber, which leads out to Chambers 8 and 9.



Hill Cave, Chamber 8—All four types of golems are within. Transmute a hammer to break the wooden barriers, then kill the wide golem to get Slate B.

Hill Cave, Chamber 9—Humanoid and wide golems are present. After you defeat the wide golem to get Slate C, a save point will manifest. With all four slates in hand, go back to Chamber 1 and open the sealed door.



Hill Cave, Alcove of the Circle—This leads to a battle with the Phantom boss.

BOSS: The Phantom



The Phantom uses three attack types. She can launch three fireballs at you, but these can be dodged using an evade roll (R2). She can also make dark bells emerge from the ground. If Ed is standing directly above one as it manifests, he'll take damage and lose his equipped weapon. The Phantom's fireballs can also ricochet off these bells, so watch out. The bells can be destroyed using a transmuted hammer, or with fire-based melee weapons (transmute the torches on the perimeter). When her health is low, the Phantom will perform a juggle combo that makes Ed lose his weapon, but this attack doesn't do too much damage. Try to make Al take the brunt of her attacks, but keep an eye on his health. When the battle begins, hit her with a saved-up rage attack to even the odds a bit. She moves very fast, so try to keep track of her by watching the radar. She'll also create a bunch of humanoid golems in the center once in a while. Take those out using the lance. To damage the Phantom, try attacking with the sword or while unarmed, since speed is the most important consideration.

Rank Prizes

A	Armlent of Absorption
B	Fullmetal Bracer
C	Elixir (M)
D	Elixir (S)

CHAPTER FIVE Bord'wan, the Dead Village

Bord'wan Village is a wasteland. As your party enters deeper into the town, golems of various types will attack. A new golem, the gargantuan golem, makes its appearance in this chapter. It has wide shoulders and long arms, and can break out of a combo with a counterattack. Also in this chapter, the silly hammer weapon can be transmuted, but it's a slightly upgraded version of the red plastic toy you found in the sewers earlier. It does more damage as more combos connect, so you're not just limited to bopping enemies for one point of damage like with the red plastic hammer.

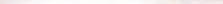


Bord'wan, Village Gate—When you enter the village, a group of humanoid golems will ambush you. With Al and Lieutenant Hawkeye helping out, it's easy to quell.



Bord'wan, West Road—Humanoid and floating golems attack in this area.

Bord'wan, Village Square—There's a familiar-looking transmutation circle drawn on the ground, and there's a save point you can use.



Bord'wan, South Road—Small and humanoid golems attack in this area.

Bord'wan, South Road Annex—The gargantuan golem makes its appearance in this part of the road. Try to stun it by transmuting a stack of metal pans, and watch out for its counterattack.

Bord'wan, Elder's House—Go up to the burning building to start a cutscene. You have to double-back to the Village Square.

Bord'wan, Village Square (Part 2)—When you get back to the Village Square, you'll see some people standing on the transmutation circle. When the humanoid golems attack, take them out, then go out the eastern exit.

Bord'wan, East Road—Transmute a bulldozer and use it to attack the gargantuan golems. There should be two objects you can transmute into bulldozers, so when one of them finally blows up, just clamber into the other one.

Bord'wan, Mountain Pass—When you enter, two gargantuan golems will roll straight at you. Use Ed's Stonespikes attack to keep them back. In the clearing, some humanoid golems will attack from the high ground. Transmute the sucking wind machine to pull them down. Don't bother trying to kill all the floating golems in the rear, but spend some time killing them if you need items.

Bord'wan, Outskirts—Go into the secluded house. Save your game, then look at all six of the shining spots in the house to make the game progress.

Bord'wan Cemetery—Right when you get outside, a cutscene will start.

continued

**IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,**

YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.



TOGETHER ROLL SOME DICE. HAVE FUN.



CHAPTER FIVE Bord'wan, the Dead Village continued

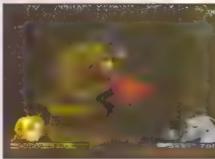
BOSS: Crocodile Golem



Make sure you have a Rage attack ready to go. Find the broken crates in the area and transmute them into guns, then lure the crocodile golem as close to the gun as possible before you perform the Rage attack. It should stun the crocodile golem long enough for you to man the gun and start emptying bullets into it, for an impressively high combo count. During the battle, keep an eye on the same tactic of using Al as bait, then attacking with Ed from behind. When a red light starts emanating from the crocodile golem, it's charging up a strong attack. If you stay in close and hit it with a combo while it's charging, it's possible that Ed won't be hit by the charged attack. Occasionally some black golem eggs will spawn in the area. You can transmute them into weapons if you're fast, otherwise they'll hatch into small golems that pester you while you fight their momma.

Rank Prizes	
A or B	Armlet of Retribution
C	Elixir (M)
D	Elixir (S)

CHAPTER SIX Siam-Sid: City of Illusion



The city appears to be peaceful, but there are a number of objects you can transmute into weapons. Go along the path into the city until you reach the angry mob at the spire. After the golems attack, you'll need to buy some time for Arlen and Lieutenant Hawkeye to retreat.

When you follow them, two different types of statue traps are activated. One is a pedestal-mounted dog torso that swivels and shoots a laser at you. Use the hammer transmutation and a jump attack to destroy it. The other is just tall statues that try to fall on Ed and will stun him if he's hit. Get close enough so they start to fall, then get out of the way.



Eventually you'll come across slime golems. These only take one point of damage from regular physical attacks. You can rack up a huge combo if you get one of those silly hammer weapons and start pounding on one. If you want to do

real damage, transmute an elemental weapon, like a firebrand. Climb up rope ladders and drop through rooftops to progress until you reach Lieutenant Hawkeye and Arlen on the steps of the Temple of Lebis.

BOSS: Starfish Golem



If you still have that small hammer, you can use it to whack on one of the starfish's arms, casually dodging if it swipes at you. Keep an eye on the shadow on the ground so Ed doesn't get squished by its ground pound. If it starts to shoot green lasers, just keep

wacking the leg with the hammer and ignore it (the lasers come out from the side). Eventually the starfish golem will retreat, and lots of lesser golems will emerge. Defeat them all as quickly as possible, using a Rage attack, since the starfish golem doesn't come out again until they're all defeated.

Rank Prizes	
A or B	Moon Medal
C	Elixir (M)
D	Elixir (S)

CHAPTER SEVEN The Spire of Lebis



This is the final chapter of the game. You have to choose which one of the three officers (Mustang, Hawkeye or Armstrong) you want to follow. Depending on which one you choose, you'll get a different accessory, and some of the transmutable items and even enemies you encounter might differ. At the Spire of Lebis, Third Ascent, you'll be sealed in a room where you have to defeat all the enemies before you can escape. Once you emerge, Ed will get one of three accessories, depending on which officer you followed:

Colonel Mustang
Lieutenant Hawkeye
Major Armstrong

Flame Gloves
Bullet of Resilience
Strong-Arm Gauntlet

The first boss you'll encounter is at the height of the fourth ascent, inside the Queen's Chambers.

BOSS: The Phantom



She has a new attack, where she generates a huge black hole in the center of the battlefield which draws you in. If Ed or Al is too close to the center when she launches this attack, he'll be pulled in and juggled in the air until the attack completes. You can tell she's going to launch this attack by the green glow she generates right beforehand. Try to abort it by attacking her, or run to the corner of the room to avoid

it. She still uses the bells and fireballs to attack, but in addition to using hammer transmutation to destroy them, you can also use dynamite and firebrands. Near the beginning of the battle, transmute

Rank Prizes	
A	Alluring Cologne
B	Armlet of Absorption
C	Elixir (XL)
D	Elixir (L)

a couple of turrets and try to make her run between them to get a higher combo count. You should also use a Rage attack early on.

After transporting to the Underspire, you'll encounter some wind traps. These will affect both Ed and Al. Leave Al behind, and when you need to get up to higher ledges, make a Rockblocker so Ed can use it as a platform. When you reach the next area, Al will automatically rejoin you. On the fourth descent, you'll find Crowley inside the King's Chambers.

BOSS: Crowley (Part 1)



This fight is much easier than the fight with the Phantom. Use the transmuted lance and hit him with a combo attack. He stands up immediately at the end of the combo, so you can quickly chain two long lance combos together. When his health gets low, he'll equip a sword. In addition, if you

find Ophelia (see "Cat Guide"), you can equip Al with it and command him to chain his own combos as well.

continued

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PlayStation 2



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CHAPTER SEVEN The Spire of Lebis continued

BOSS: Crowley (Part 2)



Crowley has a new look. He has much higher defense, so you'll want to keep Al's strength pumped up with Strength Elixirs throughout the battle. Crowley sometimes flies above the center of the arena and unleashes a meteor shower that strikes the entire area. Run to the perimeter to try to avoid getting hit, and also to get a better view of their trajectories. Crowley also creates some small stone pillars which can be transmuted into weapons. Be careful, though, because there are small eyes in the pillars that will

shoot fiery lasers at Ed if he wanders into their line of sight. Stick to using the lance with a shorter combo, and use the shuriken or swords transmuted from the pillars to cause more damage.

Rank Prizes

A	Whetstone of Ages
B	Galaxy Medal
C or D	Tear of Lebis



After the battle, you end up in the Under Spire again. Look at the four glowing red circles in the all-white room, then use transmutation to destroy the three cones.

CAT GUIDE

Chapter 1: Home
Smart Alis especially like being near areas with a soul infused with energy. They're also a lot of work, so make sure you have a lot of time available when you play. Chapter Thieves are also cat-waiting in a box for Al to pick up and stick inside his snout, in addition to occasionally meowing when Al is near them.



Chapter 1: Items

Go back to the Earth Room to find the various items you'll need.

Chapter 1: Beliefs

Turn off your mobile phone to prevent it from sounding off.

Chapter 1: Secrets

On the left side of the room, there are secret doors.

Chapter 1: Puzzles

Leave the game at the top of the stairs and go to the left after the first set.

Chapter 1: Answers

Go back to the castle to find the answers.

Chapter 1: Rewards

In the sword shop, you'll get extra rewards.

Chapter 1: Ophelia

In the wind tunnel room, drop down to the floor and when the trebuchet charts are lined up, press X rapidly as Ed falls to trigger the catapult to fire its beams and knock Ophelia off her perch.



IMAGE CRYSTAL LOCATIONS

After you clear the game once, the next time you play there will be various image crystals scattered throughout. When you collect these, you'll unlock images in the gallery, which can be accessed from the main menu. If you beat the game again with all the image crystals collected, a treasure chest containing the Crimson Stone will appear in the area that you enter after you defeat Crowley. This chart identifies all of the areas in the game where an image crystal will appear.



Chapter Four

Rockbell Home—Front Yard

Resembol—Outlying Hills

Cave—Chamber 1

Cave—Chamber 2

Cave—Chamber 3

Cave—Chamber 4

Cave—Chamber 5

Cave—Chamber 6

Cave—Chamber 7

Cave—Chamber 8

Cave—Chamber 9

Chapter Five

Bord'wan—Village Gate

Bord'wan—Village Square

Bord'wan—Outskirts

Bord'wan—East Road

Bord'wan—Mountain Pass

Secluded House

Bord'wan—South Road Annex

Bord'wan—South Road

Bord'wan—West Road

Bord'wan—Elder's House

Chapter Six

Siam-Sid—Grand Promenade

Siam-Sid—Merchant's Way

Siam-Sid—South Quarter

Siam-Sid—North Quarter

Siam-Sid—Residential Way

Temple of Lebis

Siam-Sid—Holy Quarter

Siam-Sid—West Quarter

Chapter Seven

Spire of Lebis—First Ascent

Spire of Lebis—Second Ascent

Spire of Lebis—Third Ascent

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STRATEGY GUIDE BY JOSH ENGEL

FANTASTIC 4

The origins of the Fantastic Four depend on which source you rely on to get your superhero history. But the end result of both the comics and the newly released motion picture are the same: Four ordinary people gain extraordinary powers from a cosmic blast in the vacuum of space. There's Reed Richards (Mr. Fantastic), whose body can stretch every which way; Sue Richards (Invisible Woman), who has the ability to become invisible and generate force fields; Johnny Storm (Human Torch), who can turn himself into a flaming inferno; and Ben Grimm (Thing), whose oversized, stone body makes him a human tank. You'll have complete control over all four as you square off against some of the most well-known archenemies from the legendary comic book series.



CONTROL YOURSELF



Throughout your adventure, you'll take control of different members of the team. Sometimes it's just one character, sometimes you can switch between two or three of them, and there are even times when you can take control of any member of the team at any time. This means that the game can be played—and beaten—in many different ways. However, there will be instances in which you must take control of a specific character and utilize their special skills, so it's best to master all four characters and their abilities instead of concentrating on just one.

GO MINI



At specific points in the game, you'll have to play timed mini-games for each character. Your clue that it's time for a mini-game is a glowing circle (or "hot spot"), which indicates where you need to go to start it. Reed's mini-game (blue) is always a simple puzzle.

Ben's game (orange) is a button-masher. Sue's (white) involves rotating the left joystick and Johnny's (red) is a timing challenge. These aren't particularly difficult, but they do add some variety to the gameplay.



IT'S LIKE, COSMIC



Even superheroes need to step it up a notch every once in a while. That's where Cosmic moves come into play. A Cosmic attack is a powerful move that can cause much more damage than a standard heavy or light attack. But you don't have unlimited Cosmic attacks; every time you use a Cosmic

your blue Cosmic meter is depleted. Fortunately, the meter automatically refills during normal gameplay, and you can also fill it faster by picking up blue orbs that defeated enemies sometimes drop.



CREATING COMBOS



While *Fantastic 4* isn't a fighting game, it does feature a popular element found in them: combos. In terms of effectiveness, these three- and four-button moves fall somewhere between a heavy attack and a Cosmic attack. Some combos are better than others, but most of them cause sizable damage

to multiple enemies. You don't need to worry about memorizing a long list of button presses, either. You can see a list of everyone's combos by choosing "Upgrades" from the pause menu.

IT'S SUPER, MAN

When even Cosmic attacks aren't good enough, each member of the Fantastic Four has his or her own Super Attack, which lets them dole out devastating damage and renders you invincible for a short time. Performing three- and four-hit combos and picking up gold orbs will fill your Super meter and unlock the true power of your character. Be warned, though: A lot of the later missions include Bonus Objectives that call for you to not use any Supers. You probably won't need to use them very often, but they can be fun from time to time and will come in handy when you're low on health and surrounded by enemies.

FREE UPGRADE!



Every time you kill an enemy, you rack up points, which are basically used as currency in the game. To make specific attacks more powerful and efficient, you can purchase upgrades by choosing "Upgrades" from the pause menu.

FINISH HIM!

After making it through a boss battle, you'll sometimes find yourself ready for a Finisher. The move calls for you to make four well-timed button presses according to the sequence that appears on the screen. If you hit your mark, your character will perform an especially impressive finishing move.



F4 ICONS

A secret F4 icon is hidden in every level of the game. They'll be fairly obvious and easy to find in the first few levels, but as you progress, their locations will become a little more obscure. Sometimes you'll have to smash a certain object or defeat an enemy a certain way to reveal the icon. You'll unlock certain secrets in the game depending on how many icons you discover, so finding them isn't necessary to finish the game. But finding the icon is always a Bonus Objective on every level, so if you want to complete every objective, you'll need to find them all.

FINDING A GOOD FIT

Since you can control more than one character in almost every level, there's really no set way to complete it. The best method is to find the character that most closely resembles your game-play style. Sue isn't very strong, but she has powerful defenses. Johnny can't take a lot of damage, but has great ranged attacks, while Ben can take tons of damage and makes his way with melee and hand-to-hand combat. Reed is probably the most balanced of the four, as he can utilize mid-range attacks but can also dish out plenty of damage in close-quarters fighting.



MISSION STRATEGIES

CHAPTER 1: INTRO

MISSION 1: Cosmic Storm (Ben)

Primary Objective: Close the shields

Bonus Goal: Finish in under 5 minutes



This first level is a very brief introduction to the group and explains how they all gained their special powers. This particular level is Ben's introduction.

F4 Icon: When you first get control of Ben, take the first left to find the icon.

Guide Ben from station to station and close the shields. You won't be able to close all of them though, because a scripted explosion will send you reeling—and Cosmic rays coursing through everyone's bodies.

MISSION 2: Reed's Escape (Reed)

Primary Objective: Find Sue

Bonus Goals: Defeat 10 enemies, lose no lives



Reed awakes to find himself stretched out on the bed...literally. You'll try your hand at the first mini-game here, as Reed hacks the system to open the door. Line up the links so the energy reaches the center and the door will open. You'll unlock a security robot that mistakes you for Victor Von Doom, which is a good thing in this case. Work your way through the level, fighting off enemies and finding Reed's blue hot spots.

F4 Icon: It's in the second room you enter after unlocking the robot. Run toward the "L7 Security North Wing" sign and take a left. Go to the hot spot, which knocks the icon down.

MISSION 3: Human Torch (Johnny)

Primary Objectives: Escape the hospital wing, find the nurse, seal off the hallway

Bonus Goal: Defeat 25 enemies



Meet Johnny Storm, a.k.a. the Human Torch. Johnny is great with long-range attacks, but not so good up close. Since this is a basic level, though, you should be fine if you decide to engage the sentries in some hand-to-hand combat. Don't rush through if you want to achieve your Bonus Goal. Take your time and experiment with some of Johnny's attacks and combos. Just keep an eye on your health meter, because if he takes enough punishment, Johnny could have some issues (mainly with survival).

F4 Icon: When you first emerge from Johnny's room, turn left. The F4 icon will be in the first room on the left, right before the double doors.

CHAPTER 2: BROOKLYN

MISSION 1: Yancy Street (Ben)

Primary Objectives: Protect Alicia, defeat the thug boss

Bonus Goal: Defeat 30 enemies



There's no secret to this mission, but it's a good time to start mastering the Thing's combos and Cosmic Attacks. The key is to shake the guys off the fire escapes, because they can hurt you with their shotguns. Once you take care of them, you can concentrate on the pipe-wielding thugs. Work your way through the streets and alleys to meet up with the Thug Boss and his henchmen. This is a good place to give your Super A try for some serious clodhopping.

F4 Icon: After you break through the fence, go straight across the alley and break through the second fence to find the F4 icon.



MISSION 4: Invisible Woman (Sue/Reed)

Primary Objective: Find Reed

Secondary Objective: Don't trigger any alarms

Bonus Goal: Lose no lives



Next up is Sue Storm, brother of Johnny and fiancee of Reed. The most difficult challenge in this level is keeping your Cosmic power bar full enough to stay invisible. After taking out the two hovering robots, take a break at the nurse's station and wait for your Cosmic power to replenish. If you can sneak past all the robots and get to the room where you meet Reed, the two of you can dispatch with the sentries fairly easily.

F4 Icon: After you and Reed take out all the robots, go back the way you came. Take a right at the end of the hall to find the door open to the last room on the left. Go in, grab the icon and head back to where you were.

MISSION 5: Ben's Rampage (Ben/Fantastic Four)

Primary Objective: Hold back hospital security

Bonus Goals: Destroy 15 objects, defeat 20 enemies



Last but not least is Ben Grimm, the only member of the Fantastic Four who can pick up objects and use them as weapons (light poles, wrenches, etc.). This level takes place entirely in Ben's hospital room, so it's relatively short. Sentries will come into the room in waves; you should have no problem destroying 20 of them, and 15 objects will be destroyed as collateral damage during the course of your battles. After you defeat the sentries, you'll face the game's first boss. The UltraBot isn't particularly challenging, especially when the rest of the gang shows up to help you.

F4 Icon: Smash the bed to uncover the F4 icon.

MISSION 2: Capture Ben (Sue/Reed)

Primary Objectives: Stop Ben's rampage, repair the train tracks

Secondary Objective: Save the dangling civilians

Bonus Goal: Defeat 10 enemies



Watch out for the guys hurling Molotov cocktails at Reed and Sue—fire hurts. Take them out first, then clear the rest of the area and you'll see a hot spot for Sue. Destroy the rubble and continue your chase, taking out enemies as you go. When your secondary objective appears, take control of Reed and quickly move to his hot spots, using the Grab button to pluck the civilians down to safety. Your next objective will involve both Sue and Reed, so be ready. When you finally catch up to Ben, he bails and leaves Reed and Sue to finish the thugs off.

F4 Icon: When you turn the corner and see the train tracks (and Ben running back and forth), go into the little fenced area to your right and grab the icon.

MISSION 3: Damage Control (Ben/Sue/Johnny)

Primary Objective: Save the fire truck

Secondary Objectives: Free the trapped woman, rescue the civilians

Bonus Goal: Finish in under 2:30



This is a straightforward mission; you shouldn't have any trouble meeting all the objectives. Remember your color-coded hot spots and you'll be fine. Save the trapped woman with Ben, then run over to the fire truck and give it a tug. Even though Reed is calling for Sue's help, ignore him for the moment, because you'll need both Sue and Johnny to save the civilians. Head over to them and use Sue to create a force field around them, then take control of Johnny, grab them one by one and take them out to safety.

F4 Icon: When you're saving the civilians, look behind the burned-out car on the right.

All that's left is the fire truck; so take Sue over and have her do her thing, then bring Johnny around to the other side and complete his task.



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CHAPTER 3: UNDERGROUND

MISSION 1: Grand Central (Reed/Ben)

Primary Objectives: Defend the civilians, rescue Alice, **easy Allies**, back to the entrance

Bonus Goals: Destroy 20 objects, defeat 20 enemies, lose no lives



The first thing you should do is take control of Ben, destroy the kiosk in the middle of the station, take the two concrete chunks and close off the Moloids' entry point. Once you've taken out all the Moloids in the main station, head downstairs into the subway. You might want to take control of Reed at this point,

because you'll be facing poison-throwing goons that reverse your controls (Reed is immune to poison).

F4 Icon: Before you leave the subway platform, go to the upper right corner, get across the tracks (without getting hit by the train) and grab the icon.



Head back up into the main station for another boss battle. The Crusher is only vulnerable on his butt; any blows to the front of his body will be blocked and countered. You should still be using Reed, so get behind the Crusher, stand back and use your Stretch Punch. He'll immediately wheel around and try to crush you, so be ready to move as soon as you throw the punch. Repeat until he's either dead or you get the Finisher prompt.

MISSION 2: Mole Man's Lair (Reed)

Primary Objectives: Search the sewers, defend the civilian

Bonus Objectives: Finish in under 9:00, lose no supers



When the mission starts, immediately jump up the concrete "stairs" and head for the civilian, watching out for the steam bursts along the way. Take out the Moloids and hack the computer. Go back past the steam bursts and meet your new enemies—rocket-launching Moloids. Take these guys out, go around the corner and meet yet another new baddie, the Digger. Continue around and hack the computer again, then head through the just-opened door into the next area.

F4 Icon: Go to the second sewer grate (at ground level) and stretch through to get the icon.



Go up the stairs and use your "platforming" skills to make it across the sewage vats. You'll face a small brigade of Mole Man's minions; you should first take out the rocket-launchers, then concentrate on the Diggers. Another Crusher will appear, so use the same strategy on this one as you did in the train station.

CHAPTER 4: TIKAL

MISSION 1: Jungle (Ben/Reed)

Primary Objectives: Find the Aztec Temple, make it across the bridge, break the temple seal

Secondary Objective: Collect meteor pieces

Bonus Goals: Land 10 three-hit combos, defeat 25 enemies



Follow the trail and pick up the first two meteor pieces. Watch out for the patches of green leaves, or risk getting spiked. When you get to the fork, take out the spider on steroids (and its underlings)—this is a good place to rack up some three-hit combos. The third meteor piece (and the F4 icon) is at the end of this path. When you get to the bridge, shake it to knock the Aztecs down, then hurry across and grab the fourth meteor piece. Kill the warrior standing by the dead tree and knock the tree down to get across the chasm. Go slowly, because if you fall, you're dead. Grab meteor piece #5 and the Supers icon. You'll come across Reed fighting below; head down, grab the sixth meteor piece and do some clobberin'. Place the statuettes in the pedestals, then take control of Reed and use the Stretch Punch to knock out the eyes of the idol statues to break the temple seal.



MISSION 3: Warehouse (Johnny)

Primary Objectives: Don't let 15 Egg Moloids escape, block the Moloid escape route/defeat the Crusher

Bonus Goals: Destroy 20 objects, finish in under 3:00, land 5 three-hit combos

F4 Icon: Look left as soon as the mission starts and destroy the explosive barrel to knock down the office supports; the icon will appear.

After you destroy the pillars and cover the Moloid escape route, wait for the Crusher to clear a path and then move on to the second one. Johnny moves much faster than the Crusher can, so stay behind him and light him up with a few Firewall attacks.

MISSION 4: Mole Man's Creature (Fantastic Four)

Primary Objective: Defeat Mole Man's Monster

Bonus Objectives: Finish in under 4:00, lose no lives



Taking down the Moleaf isn't too difficult; you just need to pay attention. You'll spend most of the fight dodging and taking out Moloids. When the Moleaf slams his fist down, a hot spot for Sue will show up. Once you pin one hand down, wait for him to slam the other fist and pin that one down, too. Once both hands are tied down, run up to the Moleaf and pound him in the neck.



F4 Icon: Moloids will be emerging from underground on the top and bottom of the screen. Watch for the Moloid with a sack slung over its back.



F4 Icon: After defeating the big momma spider, follow the path on the left. Before you reach the Aztec warriors, destroy the overgrowth on your left (you can see the spinning "extra life" icon through it). Take that path and find the three statuettes and plant them in the pedestals. The idol statue will spit out the F4 icon.

MISSION 2: Temple Exterior (Reed)

Primary Objective: Find the temple entrance

Secondary Objective: Collect meteor pieces

Bonus Goals:

Land 10 three-hit combos, defeat 20 enemies, destroy 10 objects



The first meteor piece is to the left of the stairs at the beginning of the mission.

F4 Icon: When you go up the second flight of stairs, take all the warriors out (including the peashooters across the way with the Stretch Punch). Once they're down, the F4 icon will appear.

Drop down and grab the second meteor piece. Light the three gongs (use the Stretch Punch for the far one) to open the next door, where you'll see the third meteor piece—behind rows of spikes. If you time this right, you can grab the meteor piece without getting hurt. Make a break when the row directly in front of you is clear. Go onto the right row when the spikes are about to pop up, then go back to the left and get to the panel in front of the meteor. When the spikes are about to pop up again, go to the meteor, grab it and go back to where you started. To get to the next door, wait until the second row is clear and go for it. When the first row (to the left) if you don't make it. In the next room, don't waste time on the warriors, as they'll keep respawning if you kill them. Use your Stretch Punch to light the gongs, and keep running between them and punching them to keep them lit.

continued

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**MISSION 3: Temple Interior (Sue/Reed)**

Primary Objective: Find the inner temple
Secondary Objective: Collect meteor pieces
Bonus Goals: Use no supers, lose no lives



Drop down and grab the first meteor piece. To beat the "pit boss," nail him with the Force Wall twice. When he goes down, jump up on the pedestal and use your heavy attack to pound on the icon. When it recharges the stone monster, jump down and repeat. Don't get too close, especially when he roars—he unleashes an energy blast that will knock you back. You should be able to beat him in three or four rounds.

Go invisible to get past the wall spikes and take out the oversized spider.

F4 Icon: After you kill the monster spider, go down the stairs to the right and jump across to get the icon.



To get the third meteor piece, jump across the two gaps and then up onto the branch on the right. Slowly walk back and grab the meteor piece. Reed joins you in the next sequence to fight the stone warriors: Don't try to damage Diablo—it's not time yet. Take control of Sue and go on the run when her health gets too low. For the next jumping puzzle, make sure you get the meteor piece first, otherwise you won't be able to reach it once you pull the lever.

MISSION 4: Diablo (Fantastic Four)

Primary Objective: Defeat Diablo
Bonus Goals: Finish in under 4:00, lose no lives, destroy 5 objects, use no supers



F4 Icon: When you first walk in this room, go right and use Reed's Stretch Punch to kill a hanging spider and knock down the icon.

There's no secret to beating Diablo, you just need to always know where he is and avoid him when he transforms into the giant stone warrior. When he transforms back, he'll be dazed for a few seconds, so be ready to pound on him. If you can catch him in his human form, you can rack up some extra damage, but he'll constantly transport himself around the room, so he's tough to pin down.

MISSION 3: Fire Patrol (Johnny)

Primary Objectives: Fix the sprinklers, weld the broken water pipes, turn on sprinklers, get back to the Egyptian Wing

Bonus Objectives: Destroy 10 objects, use no supers, finish in under 7:00

F4 Icon: Destroy the first display cabinet on the right in the East Hall.

Go to the end of the hallway and take a left. Avoid the steam bursts and work your way to the sprinkler valve. Now you've got to go back and fix the pipe where the steam bursts were coming from. Take out the mummies first, otherwise they'll knock you off the pipe. Go back to the valve and turn the sprinklers on, then head back to the West Hall. Defeat the enemies outside the West Hall to complete the mission.

MISSION 4: Horus (Fantastic Four)

Primary Objective: Defeat Horus

Bonus Objectives: Use no supers, lose no lives, finish in under 5:00

Use Reed's Stretch Punch and smack Horus in the head until his energy is depleted. When he comes down for the fight, take control of Ben. Horus is surrounded by an impenetrable shield, but after he releases an energy burst he's vulnerable for a few seconds. Nail him with a Bull Rush or Thunderclap (you'll only have time for one attack) and keep moving. Repeat until his energy is gone. But you're not done yet—now Horus is armed with the scythes on the wall. Take control of Sue. Keep your distance and nail him with a Force Wall until he goes down.

F4 Icon: The icon is in one of the small display cases in the far right of the room.

CHAPTER 5: MUSEUM**MISSION 1: Alicia in Peril (Reed/Ben)**

Primary Objectives: Protect the museum patrons, access the control room, rescue Alicia
Bonus Goals: Destroy 28 objects, defeat 25 enemies, lose no lives, finish in under 7:00



Take out the mummies, then go upstairs to hack the security system. Go back to where you started and take the elevator up the stairs in the main exhibit room. Get up the stairs and save the security guard, who will give you his elevator access key. Take the North Hall elevator to get back to the control room and hack the system again.

F4 Icon: Smash the plant in the corner to the right of the West Hall elevator.

Take the elevator back to the main exhibit hall and defeat the mummies to rescue Alicia.

MISSION 2: Civilian Rescue (Ben/Johnny)

Primary Objectives: Guard the civilians, save the woman in red, escort the woman to safety, kill the Mummy King
Bonus Goals: Destroy 20 objects, use no supers, finish in under 8:00



Take out all the mummies. When the Mummy King scoops up the woman in red, follow him into the next room. Use Ben's mini-game to knock the statue down and use it as a ramp to get to the elevator. In the next room, Cosmic attacks work well against the reanimated statues.

F4 Icon: Destroy the pile of rubble that trapped the civilian in the cutscene.



You'll think you're in a boss battle when you catch up to the Mummy King, but you're not...at least, not yet. Ignore him for now and concentrate on the pyramid in the back of the room. Destroy it by throwing objects (or mummies) at it. Don't get too close to it, or else it'll knock you back with an energy burst. Once it's destroyed, the Mummy King takes off. As you escort the woman, don't get too far ahead of her, as she's completely defenseless. When you fight the Mummy King, Johnny will be there to help. Pummel the King and watch out for his special attacks.

CHAPTER 6: TIMES SQUARE**MISSION 1: Robot Attack (Reed/Sue)**

Primary Objectives: Protect the civilians, escape the indestructible robot, protect the civilians

Bonus Objectives: Destroy 20 objects, lose no lives, land 10 three-hit combos

When the indestructible robot appears, make a break for it. Jump onto the boxes to get over the wall.

F4 Icon: After you clear the first wall, the icon is in the back of the big rig.

When you reach the courtyard, take out the robots but keep an eye open for the indestructible's laser sight and take evasive action when it trains on you.

In the second courtyard, take control of Reed and use the Grab button to rescue the dangling civilians.

continued



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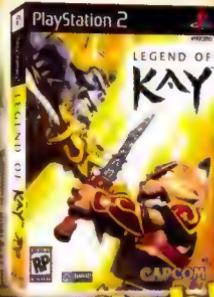
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**CHAPTER 1: TIMES****MISSION 2: Find Teammates (Ben/Johnny)**

Primary Objectives: Knock some sense into Johnny, protect the civilians, defend the gas station
Bonus Goals: Finish in under 6:00, defeat 20 enemies, use no supers, land 8 three-hit combos



After smacking the Human Torch around a bit, head through the open gates and take on the robots. Watch out for the robot ninja, which will come bounding in near the end of the fight. After dispatching the robots, continue through the square until you reach the gas station. Make sure at least one of the gas pumps survives to complete the objective.

F4 Icon: Smash the dumpster in the back of the gas station.

MISSION 3: WarMech (Fantastic Four)

Primary Objectives: Destroy all robots, destroy the Heavy Mech
Bonus Goals: Finish in under 5:00, land 2 four-hit combos



F4 Icon: Smash the police car at the bottom left of the enclosed area.

Lay the smack down on the robots. Reed and Sue show up, and they've brought their good friend the indestructible robot with them. Luckily, the military vehicles can knock its shields down temporarily. When they're down, come up behind it and hit the fuel cell on its back. Do this a few times and eventually the shield will stay down.

CHAPTER 7: VAULT**MISSION 1: Rescue Ben! (Sue/Johnny)**

Primary Objectives: Defeat cell block security, locate Ben, recapture at least five prisoners, disable Ben's cage, defeat remaining security

Secondary Objective: Recapture all prisoners

Bonus Goals: Finish in under 10:00, defeat 20 enemies, use no supers, land 3 four-hit combos



When you're in a location that has "robot stations," destroy these first to stop a constant flow of new enemies. Also be careful around the prisoners, because you can kill them as well. Use the Grab button to get the thugs up in the air, then fling them toward their cells (the cell will automatically close when they're in). When possible, destroy the power stations (they've got a blinking green light on them) near the force fields to disable them.

F4 Icon: If you get all the prisoners safely back in their cells, the icon will be outside the door leading to Ben.



Once you get inside the room where Ben is being held, use a Force Wall to destroy two of the crystals in the outer wall. Johnny will show up after this to help you clean up. Work your way around the perimeter and destroy the robot stations, then take the rest of them out.

MISSION 2: Disable Security (Reed/Ben)

Primary Objectives: Protect Ben until he recovers, locate and hack mainframe, escape to the elevator, defeat Blastaar

Secondary Objectives: Release Ben, recapture prisoners

Bonus Objectives: Finish in under 11:00, defeat 20 enemies, lose fewer than two lives, land 5 four-hit combos



After Reed squeezes through the lasers, be careful not to walk over the edge. Squeeze through the lasers at end of the walkway, then take a hard left to hack the computer and free Ben. Grab the prisoners and chuck them back in their cells, but watch out for the falling rubble that knocks the grates down. Get to the mainframe room, lower the staircase and destroy all the shield generators, then hack the mainframe. Go back around and you'll take on Blastaar.

F4 Icon: Before you finish off Blastaar, go into his cell and grab the icon.

MISSION 3: Prison Chase (Sue/Johnny)

Primary Objectives: Defeat Dragon Man, defeat the remaining security

Bonus Goals: Finish in under 9:00, defeat 15 enemies, use no supers, destroy 10 objects



F4 Icon: After Sue destroys the rubble, go into the first cell on the left and destroy the box to uncover the icon.

Work your way through the halls, using Sue and Johnny's mini-games when necessary. When you reach Dragon Man, use Johnny and fight fire with fire...literally. Stay mobile, or else he'll pin you in a corner with his fireball breath.

MISSION 4: Dragon Man (Fantastic Four)

Primary Objectives: Defend the first elevator, defeat Dragon Man for good!

Bonus Goals: Defeat 15 enemies, use no supers, land 10 four-hit combos, finish in under 3:00



Much like with Ben and Johnny at the gas station in Times Square, this time Johnny and Sue must defend the elevator. Don't get drawn too far from the elevator motors; let the robots come to you.

F4 Icon: Destroy the crate in the lower-left corner of the first elevator to uncover the icon.



When you hear Sue mention a second elevator, get on it and reunite with Ben and Reed. Even though Dragon Man is hovering, Ben's Elbow Drop and Thunderclap can still mess him up. Be sure to keep an eye on the elevator motors, too.

Hit the bridge three times to knock it down. Use Reed's Stretch Punch on subsequent bridges (they'll be on the other side of the gap you want to cross). Also use Reed's Stretch Punch (or throw a crystal) to destroy the stationary snapping plants.

When you get to the large room with hexagonal tiles on the floor, stay on one of the large blue tiles. Take out the spiders to open the door and let Reed (or Ben) in, and continue into the next room for a showdown with Annihilus.



Against Annihilus, land as many Cosmic attacks as you can before he hits you, because every time he hits you, you lose Cosmic power. He has several attacks: an energy burst, a charge attack and a punch flurry. Go toe-to-toe with him using Ben, and when he goes to "recharge," pound on the spiders.

continued

CHAPTER 8: SHIELD**MISSION 1: Nanite Infection (Reed/Ben)**

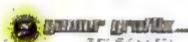
Primary Objectives: Find Sue and Johnny, investigate strange entity, defeat Annihilus

Bonus Goals: Finish in under 8:00, defeat 30 enemies, use no supers, lose no lives, land 15 three-hit combos

F4 Icon: At the beginning of the mission, run straight ahead and jump up to the highest platform.



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CHAPTER 8: SPIDERMAN 2**MISSION 2: Plasma Worm (*Fantastic Four*)**

Primary Objective: Destroy the Plasma Worm.

Bonus Goals: Finish in under 5:00, defeat 10 enemies, use no supers, lose no lives

F4 Icon: The icon will appear in the upper right corner of the arena once the mission starts.



Don't worry about trying to hit the Plasma Worm when it's "swimming" around the Cosmic goo—that's when you should concentrate on the spiders. Wait for the pillars to rise from the pool. Once that happens, the Worm will wrap itself around one. Run to the pillar and destroy it (the pillar). The Worm will take some damage and all the pillars will disappear. Repeat until the Plasma Worm gets sucked into the cosmic abyss.

CHAPTER 9: SPACE**MISSION 1: Infestation (*Johnny*)**

Primary Objectives: Activate life-support system, turn on main power generator.

Bonus Goals: Use no supers, defeat 30 enemies, lose no lives, land 5 four-hit combos



You only have seven minutes to complete this mission, so you've got to move fast. The first hot spot is down the ramp, through the door you just opened and to the left. Take out any hives you see along the way, and kill the flying pests before trying to engage a hot spot. Leave the first spot and take a left down the ramp. Take out the Plantoids (plant-spider things) and watch for the tree stumps in the middle of the path. They're poison shooters and will reverse your controls—not the kind of confusion you need on a timed mission. Either set them ablaze or just jump over them. Go down to the end of this path, where you'll find two hot spots.

Burn through the overgrowth on the door to the left of the two hot spots (either with Fireballs or the explosive fuel cells), and head down to the battle with the giant beetle. The beetle is only vulnerable on his butt, so stay behind it and smack it a few times with the FireVortex.

F4 Icon: After you kill the beetle, the icon will appear.

Go to the end of the path and activate the conveyor belt, and then move over to the hand reader. Time it so that you press the Grab button when the fuel cell is directly underneath the chute.

MISSION 2: Hunt for Shields (*Sue/Ben*)

Primary Objectives: Find the shield pieces, clobber the Plant Creature.

Bonus Goals: Destroy 15 objects, finish in under 6:00, lose no lives, use no supers



F4 Icon: Destroy eight Plantoids in this room to reveal the icon.

Now you can go back, destroy the bugs and do your thing on the overgrowth, to get to the next boss battle.



First, go to either side and take out the hives. Then come back to the middle of the room and wait for the Plant Creature to spit out some Plantoids. Once you've killed all the Plantoids, the Creature will let out a painful scream and reveal its vulnerable spot. Run up to it and nail it repeatedly until the Creature pounds the ground.

Back off, avoid the logies, and wait for another round of Plantoids.

Repeat until the Plant Creature has been sufficiently clobbered.

MISSION 3: Station Destruction (*Reed*)

Primary Objectives: Initiate station self-destruct, destroy all three shield generators.

Bonus Goals: Finish in under 5:00, defeat 15 enemies, land 5 four-hit combos, lose no lives

There are three rooms in which you'll have to hack the computers, but make sure you "do" each room sequentially. Go up the stairs and take a right all the way to the end (Room 1).

Exterminate the bugs (don't worry about the poison-splatters—Reed is immune), then go up and activate the middle terminal. Here's the sequence you have to follow to re-route the reactor power:

Center, Left, Right, Center, Right, Center, Left
In Room 2, activate the terminal, then take out the shield generators with the hardest working attack in show business, the Stretch Punch.

In Room 3, do Reed's mini-game to activate the maintenance ramp.

F4 Icon: If you accessed the terminal rooms in sequential order, the icon will be at the top of the stairs after you complete the mini-game in Room 3.

When you come out of Room 3, another beetle will show up, but you can ignore it. Get across the maintenance ramp and finish the mini-game to complete the mission.

F4 Icon: When you drop down into the security center, run straight ahead to the corner and grab the icon.



Get Reed to the terminal and hack the system to unlock the mech, then run to the mech terminal. The controls for the mech take a few seconds to get used to, but once you've got them down, stay close to Sue and do some damage, *Kabotach* style.

CHAPTER 10: DOOM**MISSION 1: Defend Baxter Building (*Ben/Johnny*)**

Primary Objectives: Defend the turrets, stop the courtyard attackers, secure the first floor.

Bonus Goals: Defeat 80 enemies, finish in under 8:00, land 10 four-hit combos, lose no lives



Like the gas station and the elevators previously, you've got to defend inanimate objects. This time around it's two laser turrets that have gone offline.

F4 Icon: Once you're inside, fight your way into the lobby and head for the front desk area to the right. Activate the computer (with Ben), then go across the lobby and grab the icon.



Jump back into the mix, land your three-hit combos, then get the robot out of the turret. Jump on and get ready, because you're going to be bombarded. You definitely won't have a problem meeting the "defeat 80 enemies" objective here.

**MISSION 2: Activate Defenses (*Reed/Sue*)**

Primary Objectives: Sneak into security center, hack into security system.

Bonus Goals: Finish in under 10:00, defeat 50 enemies, lose fewer than two lives, land 10 four-hit combos



When you get to the room with the laser turret, use Reed to hack into the control system and reprogram it. Fight your way through the sentries, use Reed as a bridge outside and bust your way into the security center.



Get Reed to the terminal and hack the system to unlock the mech, then run to the mech terminal. The controls for the mech take a few seconds to get used to, but once you've got them down, stay close to Sue and do some damage, *Kabotach* style.

continued

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MISSION 3: Attack Doom! (Reed/Sue/Johnny)**Primary Objective:** Defeat Dr. Doom**Bonus Goals:** Defeat 15 enemies, use no supers, land 10 three-hit combos, finish in under 10:00

The easiest way to defeat Dr. Doom here is to take control of Johnny, since he's the most agile, and dodge Doom's attacks until his shields go down. When they do, target him and commence the pummeling. Johnny's Firewall is good here if you get close enough.

F4 Icon: This icon is floating out beyond the edge of the roof on the far right. The only way we could figure out how to get it is to jump over the edge with Johnny and float to the icon. Unfortunately, there's no way to get back to the roof, so make sure you've got a life to spare!

MISSION 4: Ben's Quest (Ben)**Primary Objectives:** Get to the main elevator, find the hidden security terminal, get back to the chamber room, activate and use the chamber, find Reed, Sue and Johnny**Bonus Goals:** Use no supers, lose no lives, land 10 three-hit combos, land 10 four-hit combos

This mission features one of the last things you'd probably ever want to see: a shirtless Michael Chiklis. Since Ben is in his human form, he's not quite the badass he is as the Thing, but he can still destroy robots with his bare hands. When you enter the lab, grab the pipe wrench from the ground to your left and pound on the robots. Or you can knock over the lab station on the right (which will catch fire and take one robot out), then run to the conveyor belt and activate it to take care of the other one. Go to the next lab and fire up the jet engine to eliminate the next two enemies, then continue to the elevator. When the robot ninja appears, run back into the second lab room, go to the opposite side of the jet engine and fire it up. Find the hidden security terminal (there are four possible locations) and head back into the chamber. Ignore the robots and get to the four activation points, then run into the chamber. After you emerge as the Thing, it's you-know-what time. Clear the room, then head out into the hallway.

F4 Icon: After you leave the chamber room, go straight ahead and smash the wall where it's cracked. Go in and grab the icon.



Go back up the stairs toward the elevator and smash the wall on the left. This is where you'll land your three- and four-hit combos...but things can get hairy here, so keep an eye on your health and use your Cosmic attacks if you need to. When you face the reprogrammed security mech, try to stay behind it. Even though you can damage it in the front, it can't attack you when it can't see you.

MISSION 5: Dr. Doom Part 1 (Ben)**Primary Objective:** Defeat Dr. Doom**Bonus Goals:** Lose no lives, use no supers, land 5 three-hit combos, finish in under 10:00

It's time for another showdown with Dr. Doom, only this time it's a one-on-one matchup. Immediately execute the Finisher to get down to the next level. Where there will be three "refilling pylons." Avoid Dr. Doom's "lightning tornado" attacks; when they stop, go to one of the stations and destroy it. Repeat until all three are smashed to bits.

F4 Icon: Once you've destroyed all three pylons, the F4 icon will appear.

Use your Cosmic attacks (and don't forget about those three-hit combos) to attack when his shields are down. Execute the Finisher move to complete the mission.

MISSION 6: Dr. Doom Part 2 (Fantastic Four)**Primary Objective:** Defeat Doom**Bonus Goals:** Lose no lives, use no supers, finish in under 10:00

Pick a character and pound on Doom, but watch out for his energy blast. When his health gets low, Reed will call for Johnny to pull off a Supernova. Take control of Johnny and execute the Finisher. Once that's done, you'll automatically take control of Sue. Do her mini-game to finish Doom off.

F4 Icon: If you pull off the Supernova on the previous page, the F4 icon will appear in the middle of the street.



But Doom isn't done yet, so neither are you. In his new form, he's invincible. All you can do is evade him until he releases his energy burst. After he does that, take control of Ben and do the Finisher. While Ben pounds on him, you'll take control of Reed. Run over to the fire hydrant and watch Doom turn to ash.

**SECRETS AND UNLOCKABLES**

Collect the corresponding number of F4 icons to unlock the items listed below:

Number of Coins Found	Unlockables
2	Arena Fight—Barge Arena/Hospital Guard Enemies
4	Underground Arena—Mole Man's Minions
7	Tikal Arena—Diablo's Fiends
9	Stan Lee interview #1
13	Stan Lee interview #2
20	Horus Arena—Ancient Relics
22	Developer interview #1
25	Elevator Arena—Vault Security
26	Stan Lee interview #3
28	SHIELD Arena—SHIELD Mutations
29	Stan Lee interview #4
31	Guard Granny game mode
33	Developer interview #2
35	Stan Lee interview #5
37	Bonus Level: Hell

BONUS LEVEL: LATVERIA 1 & 2

Beat the game on Medium difficulty to unlock the first three missions of Latveria, and on Hard to unlock the last three. These standalone bonus levels are just that: bonus missions. You won't be missing anything from the story if you don't play them, but you will see a Fantastic Four that's much more true to the comic book, in terms of physical appearance.





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Eleased in 2001 for the Nintendo 64 system, Conker's Bad Fur Day was a breath of fresh air (or maybe that should be stale air) for the notoriously kid-friendly console. Starring a hard-drinking, foul-mouthed and generally crass squirrel named Conker, the game spoofed movies like *The Matrix*, *Saving Private Ryan*, *The Terminator*, *Dracula* and many others. Now, four years later, developer Rare has resurrected Conker for the Xbox, bringing the graphics up to date but retaining the same crude sense of humor and hardcore platforming elements that made the original a cult hit. As an added bonus for Xbox Live players, the already fun multiplayer mode from the original has been reworked into a class-based, mission-oriented online extravaganza! This guide will get you through the single-player game and show you some of the cool hidden secrets and easter eggs within. For online tips, check out this month's *Online Gamer* column.



THE ESSENTIALS

Chocolate

Conker's health is measured in pieces of chocolate. At full, Conker has six chunks of health, and if he takes damage he can scrounge around most areas to find more chocolate to restore the lost health. If Conker loses all six pieces of chocolate, it's lights out. Chocolate periodically reappears in most areas, so you can grab it again if needed.



Extra Life Tails

Conker begins the game with three lives, but as you progress through his bad fur day, you'll find bright orange tails just hanging around. Each of these adds an additional life to your reserves, so it's important to grab them whenever possible.



Cash

Conker's the type of squirrel that's willing to do just about anything—for a price. He wants to be paid for any odd jobs he does, and he's not above pocketing any loose cash that might be left lying around. In the game, if there's cash nearby to collect, you'll hear it before you see it—wads of cash constantly yell, letting you know they're around. It's important to collect all the cash in the game, as there are a couple of points where progress is impossible unless you've earned a certain amount of money.



Conker

LIVE & RELOADED

Strategy Guide
by Pat Reynolds



WALKTHROUGH

Note: This walkthrough contains some storyline "spoilers" and might reduce your overall enjoyment of the game. We suggest using it if you get stuck and can't figure out how to proceed.

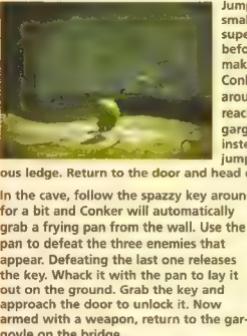
Chapter 1: Hungover



The second context sensitive button (from here, these will be referred to as "CS Buttons") will give Conker some medicine to combat his condition, giving you full control over the newly-sober squirrel.



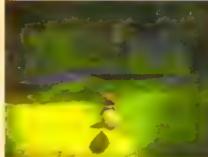
Jump into the water and swim out to the small island. Here you'll learn to make super jumps by holding the R button before leaping, and then holding A to make a slow descent with the help of Conker's bushy tail. Follow the ledges around the side of the cavern until you reach the bridge, guarded by an ornery gargoyle. Conker can't pass him—instead, look for the lever nearby and jump up to release the door on the previous ledge. Return to the door and head on through to the other side.



Smack the gargoyle with the frying pan and watch as the amusing cinema plays out. Afterwards, jump onto the rock and then to the right to the small ledge with a CS Button. This will remove the rock from the cavern leading out of the area. Run into the cavern opening to complete this segment of the game.

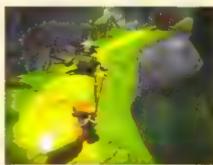


Chapter 3: Windy



Windy is the hub for *Conker's Bad Fur Day*—you'll return here throughout the game as you complete each chapter and unlock new areas. For now, though, your options are extremely limited. Run down the path and collect the chocolate, grabbing the squirrel tail from the post to gain an extra life. Head to the right to talk to the queen bee.

Go back to the signpost and head in the opposite direction of the queen bee. There are some armored imps guarding the path here, so take out the baseball bat and give them a beatdown. There's a surefire method for dealing with these guys (here and anywhere else they appear in the game): Run up to an imp, whack him with the bat, then retreat back several steps to avoid his spike attack. Repeat until you've defeated the imp. This method will get you through these encounters without losing any health.



When you reach the beehive, grab it and run back down the hill to the queen bee. As long as you don't stop running for anything, you'll make it safely. The queen bee will take care of the pursuing hornets. You'll get your first wad of cash for completing this task.

Chapter 3: Bard Boys

Go across the river and to the right to meet Jack the box, who has a problem for Conker to solve. Return to the river and head up the path guarded by the jumping boxes. Tips for avoiding being crushed by the boxes: First, they always jump in the direction they face, so wait until they face toward you before running underneath. Second, you can usually just hug the wall to the side of the path and avoid harm completely.



At the top of the path you'll meet Burt the box, who guards a small corral of rambunctious cheese. Enter the corral, smack a cheese with your bat to render it docile, grab it and run back down the hill to where Jack is waiting. Conker will toss the cheese to the nearby rat. Repeat this task two more times to take care of Jack's little problem.



With your first job done, you'll be able to jump onto Jack the box, then to the nearby purple box and up to the platform high above. Jump onto the barn roof and stand on the square button to open the barn doors below. Be sure to grab the cash on the rooftop as well.



To reach the barn doors, return to where Jack is sitting and use a high helicopter jump to get over the fence. Defeat the armored imp on the path and enter the barn. Head over to where the pitchfork and his mouthy pals are sitting to get Franky the pitchfork to start chasing you around the barn.

Franky will jump into the air and fly toward Conker, trying to stab him with his prongs. Position yourself so there's a haystack between Conker and Franky, and the hay will be obliterated by Franky's attack. If you get hit, grab a piece of chocolate from one of the corners to regain your health. When all the hay is gone, Franky is mocked by his pals for failing to beat Conker, and he attempts to hang himself from the barn rafters. Grab the lever in the corner of the barn to open a window high above, dropping the king bee to the ground outside the barn.



Talk to the king bee, then head back across the river near where you entered the area. Go up the path there, fighting imps along the way. Find the bashful sunflower the king told you about to start the mission. Now you need to find all five swarms of bees and take them to the sunflower to get her to open up for the king bee.

The first bee swarm is located just outside the barn door, where the wooden crate is jumping around. Run up to the bees to talk to them, then lead them back to the sunflower. You'll find a second swarm near the entrance to the area. The third swarm is up on the barn roof where you pushed the button to open the doors. For a fourth swarm, return to the base of the path guarded by the jumping boxes, but head down into the drained moat. At the end of the path is a gate, with the bees hovering around. The final bunch of bees is in the corral where you found the cheese earlier. Hop onto the sunflower's chest and bounce up to the alcove high above where the cash is hiding out.



continued

Chapter 3: Barn Boys continued

Return to the area outside the barn where the wooden box is jumping around. When the box is positioned under the open window, jump onto it and then up to the window. Inside the barn, carefully cross the narrow beams. When the bats attack, hold B to whip out the flamethrower and scorch them.



Move over to Franky to hop on for a ride. Approach the giant hay monster, get behind him and press B to give him a jab from Franky's prongs. Three pokes and the haystack baddle will wig out and destroy the barn floor, dropping Conker, Franky and himself into a large cavern below.



The enraged "termin-hay-tor" robot attacks by firing missiles in Conker's direction or by smacking him around if he gets too close. To make matters worse, Conker hurt his foot in the drop and will hobble around at slow speed unless he's riding on Franky. Grab the pitchfork, hop over behind one of the three large pipes in the area (there's

some chocolate back there) and wait for a missile strike to blast the pipe, releasing a spray of water. Move into the open and the boss will approach you, electrocuting itself in the water. This causes it to go haywire (pun fully intended) and spin around out of control for a few seconds. Jump up and hit B near the big red button to damage the boss. Repeat this process with each of the three pipes to defeat the "hay-terful" bad guy once and for all!



Water begins filling the cavern, and the many dangling electrical wires make being caught in water for long a serious health risk. Swim over to the ladder near the Exit signs and climb to the platform at the top. Use the CS Button there to toss knives at the dangling wires and knock them down. Jump back in the water and swim to the next ladder. At the top of the next ladder, jump to the CS Button and repeat the knife-throwing feat to drop the cables and clear the electrocution hazard. Next, dive into the water and swim to the tunnel in the wall when the water rises high enough. In the next room, jump onto the stone tablet held by the strange creature for a boost up to the higher platform. Grab the cash (and the chocolate if you need it) and exit through the nearby window.



Climb the ladder leading up, avoiding the angry hornets as you go. At the very top, jump from the diving board and hit B when the light bulb appears over Conker's head to transform into an anvil and crash down into the water tower below. Climb the ladder to the rim of the tower and look for another ladder leading down to the barn roof. Head back to the stream running near the entrance to the area and follow it to the now-open gate. Follow the tunnel and fight the enemies (they look different, but fight exactly like the armored imps you've encountered so far). Grab the extra life tail and the wad of cash. You're job here is finished, so you can return to Windy to seek the next challenge.

Windy (Part 2)



site the entrance to the area.

Inside the cabin, talk to the dung beetle and then use the CS Button in the corner to drop down into the area below. Run to the end of the path and jump out to the rope. Climb up until you see the nearby rope and hop over, then jump and tail-float to the rope to the left. You need to reach the platform guarded by an imp, so wait for him to reach the far end before jumping to the beam, then use the standard attack-and-retreat method for defeating him. Jump to the rope near the beam, then use the other ropes in the area to reach the tunnel leading out.



Enter the Poo Mountain area by following the path opposite the entrance to the Barn Boys section. Conker will discover a gas mask on his person, strap it onto his face and bravely enter the smelly area. There are several ways to explore the area, but the first thing you should do is to enter the small cabin with the red door directly oppo-



Jump to the top of the giant faucet and run in tight circles in the direction of the white arrow painted there. This causes the trough below to fill up with prune juice, and a target to appear near the bull ring. Head back down to ground level.



In the area with the bull ring, look to the left of the trough to spot a series of platforms leading to the roof. At set intervals, poo balls roll down these platforms to splatter on the ground below. You'll need to reach the roof while avoiding or jumping over the rolling poo.



Stand in front of the target and jump over the bull when he charges, opening the door to a nearby cow pen. A cow will wander into the field and start eating some grass. Move to the large frame with the target on it and let the bull pin himself on his own horns. Jump onto his back and steer the bull toward the cow, pressing B to slam into her. This causes her to go get some prune juice from the trough.

Windy (Part 2) continued

After the eventful aftermath of the prune juice, hit the cow once more with the bull for an explosive finale. Repeat the process twice more with the next two cows to fill the tank with enough poo to satisfy the dung beetle back in poo cabin. Jump into the hole in the arena floor after the bull falls through.



Grab the chocolate and the extra life from the beam in the room, then head through the small tunnel to the next area. Press B on the CS Button and Conker will take some confidence pills—now he can swim rather than simply floating on the surface. Dive down into the poo-filled chamber and retrace your path through the area with the ropes, back to the opening that leads to the poo cabin where your adven-

ture began. You can now reach the bundle of cash in the alcove near the exit—swim up and grab it before leaving the area.



You'll find a fresh ball of poo outside the cabin. Push it up the path on the ground and then over the edge (look for the sign that says "No Poo Balls"). Return to the cabin and grab another ball. Push this one up the nearby incline (there's a sign that says "Upper") at the base. Wait for the dung beetles to enter their holes before moving past them. Drop the ball off the edge at the top of the path. Finally, roll one more poo ball up the second incline (marked "Lower") and into the cave at the top. This causes the boarded-up door at ground level to break open.

Chapter 4: Sloprano



Inside the cavern, you'll need to whack three pieces of sweet corn with your bat, then grab them and run to the edge of any of the long platforms that extend out over the poo pits. When three pieces of corn have been tossed into the mire, the big bad boss of the area emerges—the Great Mighty Poo!

To defeat the Mighty Poo, you'll need to stay on the move to avoid his projectiles, and wait for him to start warming up for the next verse of his song. When he does this, his chasm of a mouth is wide open—stand on the nearby CS Button and hit B to arm yourself with a roll of toilet paper. Aim for his gaping maw and chuck it in there to gag him. Each time you succeed, a large ball of poo will drop onto the CS Button, covering it completely. Move to the next one and repeat the process.



After several successful TP tosses, Poo hits a note that's so high it shatters the glass wall blocking you from the lever that will end his wretched existence for good. Run into the small alcove (be sure to grab the cash) and pull the lever to give Poo the big flush. Take note of the giant opening left behind, but leave it alone for now—instead, head

Chapter 5: Bats Tower

To reach Bats Tower, jump into the stream of water and swim into the small lake at the end. To the right, hop onto the wooden platform guarded by the recently poo-covered imp. Use the CS Button here to take care of the baddies guarding the lake and swim back out to the stone entranceway.



Jump into the water and swim toward the bend. You can jump through the waterfall on the left to collect some chocolate and an extra life tail. Dive underwater when you reach the end (watch out for the Bullfish—get too close and he'll bite) and swim into the large, square opening.



Wait for the imp to move to the far left before jumping onto the platform and beating him up, then hang onto the hanging rope and climb upwards. Repeat this same pattern on the next three sets of beams. At the very top, jump onto the lever to pull it down, opening a gate in the water tunnel below.



While you're at the top of the tower, you'll want to grab the bundle of cash up there. On the top beam, look around to find another hoop hanging high above. Use a crouch jump and helicopter tail across to reach it, then hop up onto the stone rampart of the tower. Carefully cross the ramparts, avoiding the patrolling imps, until you reach the money.



Back at the ground level of the tower, the first of the three cogs you need to find is running around in a panic. Bonk her with the bat and carry her over to the cogs to attach her to the machinery.



The underwater tunnel leads into the tower. In the room at the base of the tower, talk to the small cog to get your next mission. A platform will lower from above. Hop on to ride into the platforms above. Carefully walk across the rounded beam (hit B when you hear the bat squeaking to bring out the flamethrower and fry the baddie).

continued

Chapter 5: Bats Tower continued



With all three cogs put into place, jump onto the big stone wheel and run in a circle to get the machinery moving (run in the direction indicated by the arrow). The Bullfish outside will be pulled down to the bottom of the lake, his leash shortened considerably. Go back to the beginning area and talk to the catfish there, then lead them back to the Bullfish. The catfish will open up the safe and let you go inside.



Swim through the long metal tunnel, stopping at intervals to breathe in some oxygen from the bubble jets inside the cages along the sides of the route. You'll also want to hide from the giant metal fish patrolling the tunnel in these cages. When you come to the central chamber, swim into the small tunnels leading from it. One takes you to a small area with a lever; pull this to open the exit from the watery tunnel. Another tunnel leads to a second CS Button to recharge your helmet light. Follow the exit tunnel through a second long tunnel similar to the first one, but this time leading back onto terra firma.

Go back into the water and enter the new tunnel branching off to the side through the opened gate. Avoid the imps patrolling the chamber and swim out into the area on the other side. The other two cogs you need are both here. One at a time, knock them out and carry them back through the water to the cog room.



To open the floor of the safe, you'll need to enter the correct combination. Stand on the CS Button and use the slingshot to hit the correct sequence of arrows shown above the spinning wheel. Jump onto the CS Button below to gain a miners' helmet, then dive into the water.



Jump into the opening in the floor to enter the boiler room. Stand underneath the giant barrel of beer to fill Conker to the bursting point. Now stagger out into the main area, hit B to make Conker take out his "weapon" and hold R to fire away at the fiery baddies in the room. After dousing several of the flaming foes, the remaining few will

band together and start up their giant walking boiler contraption.

To defeat the boiler-bot, run to a corner of the room and stand on the button. When the boss approaches (watch for him to stand in the nearby floor grate), crouch-jump to pull down the lever above your head, releasing a stream of poo from above. This staggers the boss—run underneath him and hit B when the light bulb appears, giving his big brass ones a hit with a pair of bricks. Repeat this at each of the four corners; the final hit will knock the brass balls loose and defeat the behemoth permanently.



Push one of the balls onto the small concave indentation in the floor next to the closed door. This opens the door, leading into a narrow tunnel. Push the second ball into the tunnel to create a way out of the boiler room. Back in the vault, grab the cash before heading out to the river again.



After talking to the catfish, jump into the water and swim quickly back to the entrance area with the Bullfish hot on your tail. Swimming is slow, but if you continuously jump and helicopter-tail forward, you shouldn't have any problem staying in front of the angry Bullfish's jaws. When the Bullfish slams into the wall back on shore, jump onto his back and then up into the alcove to grab the cash hiding there. Return to Windy; your job here is finished.

Chapter 6: Uga Buga



Mighty Poo and make your way down into the large shaft passing left behind. Jump into the water and swim through the tunnel, avoiding the spinning blades.

Climb up the rope in the next room, then jump and hover over to the ladder and climb to the top, avoiding the blades spinning across the walkway. Hop to the platform on the left and cross the bridge across the lava. Conker will pay the weasels guarding the entrance to the temple on the other side to let him pass.

You'll need at least \$1,000 saved up to proceed into the next area. If you're short, you missed some loose cash in one of the previous areas. Go back and explore to find the green you left behind (listen for the telltale yelling when you approach a hidden wad of cash). To reach Uga Buga, you'll need to return to the cavern of the Great



Run around to the far side of the temple, jumping over the dinosaurs, and enter the door. Repeat this on the next level and you'll reach the top of the structure. Grab the cash and jump on top of the statue, hitting B when prompted. Do this a few times to open the way to the next area.



Hit B once more on top of the statue to open a doorway in the area. Carefully move toward the club (the bouncer won't let you in at this point) and find the loose boulder in the area. Roll it back toward the statue, into the small tunnel underneath; it will clear out the guards patrolling there and bust open a path for you.



Chapter 6: Uga Buga continued



In the large chamber, follow the path leading down and to the right, then head through the door marked with an arrow pointing up. Follow the path up to the giant egg in the middle of the room and jump on top of it. Hit B to hatch the baby dino from inside.

Carefully lead the baby dino back to the exit door. Jump over any cavemen along the way and your new pet will happily chomp them down. The dino is extremely near-sighted—get too far ahead of him and he freezes up, standing there until you go back to show him the way. Head back through the door to the previous area.



Move to the giant altar and stand on the CS Button. Hitting B brings out Conker's slingshot. Find the up arrow on the wall to the right and hit it, causing the crushing stone to rise up from the altar. Lead the baby dino up onto the altar and return to the CS Button. Aim for the button with the down arrow to the left and crush the poor dino. Jump

onto the stone tablet held by the little creature nearby to launch up onto the giant statue's head and head to the back.

There's some cash up here, as well as chocolate and an extra life tail. Return forward and jump into each of the statue's nostrils, hitting B when prompted to force it to sneeze. With the mucus flow cleared out, you can now enter the mouth of the statue.



Run through the gooey insides of the giant lizard god, exiting into a large chamber. Conker finds a ceremonial outfit and puts it on. Return to the sacrificial chamber, where the cavemen there see Conker's new gear and begin worshipping him! Lead your stone-age posse back to the area outside the club. If you approach a rock monster

and hit it with your bat, your new followers will quickly reduce it to rubble. Repeat with the remaining doo-doo until you get into the club.

There's a button in the floor at the entrance that opens a door under Berri's cage, but the door closes as soon as you step off. Head down the ramp and then across the dance floor and find the rock behind the bar. Roll it back up to the button and set it on top to keep the door open permanently.



It's time for Conker to use his secret weapon again. Go back behind the bar and look for the barrel of beer. Fill up under the tap, then find a male rock monster on the dance floor and hit him with a golden stream. He'll roll into a ball on contact. Use the stream to guide the rolled-up rock into the open door beneath Berri's cage.

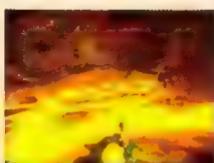
Sober up at the remedy station (under the "Feel Better" sign on the wall). Next, jump up to the ledge above the dance floor (look for the red neon arrows pointing up) and push the still-rolled rock over to a second pressure button.



This opens two more doors back on the dance floor. Repeat your boozing antics on another rock monster and send him rolling into either of the newly-opened doors. This frees Berri from her cage, and she runs out of the club. Before following her, return to the ledge above and drop down into the cage to collect the cash still trapped inside.



With a ticking time bomb in hand, Conker needs to run all the way back through the statues of the dino god and deposit his payload into the lava below. Stay on the move and avoid collisions with any of the cavemen along the path. Inside the statue, take the left path, avoiding the swinging tonsils. Jump down to the floating rock on the left and make your way across the rest of the rocks to the exit on the far side.



In the next area, jump onto the hoverboard and you'll take off in pursuit of the cash thieves. The lava track is short, and you'll repeat it as many times as it takes you to pummel all three thieves and get your money back. Learning the course is the easiest way to succeed here. Pull up alongside each thief and hit B to nail them with the bat.

After two have gone down, the course changes slightly, adding a new section of track that contains some chocolate to replenish lost health. After the third thief is clocked, the gate blocking the exit raises and you can hit the ramp leading to it and leave the area.



In the arena, run from the rampaging dinosaur, hopping over it when it gets close to momentarily confuse the beast. Head to the CS Button in the middle of the arena floor, face the monster and hit B to hypnotize it with Conker's watch. Conker hops on, and you'll need to terrorize wave after wave of cavemen. Run at them and the dino will automatically chomp the closest enemy. Hit B to have him swallow his meal. Hitting B while on the move makes the dino charge forward; any nearby cavemen will be sent flying, possibly into the lava surrounding the arena.



When all the cavemen have been dealt with, the big boss of the tribe jumps into the arena. He has three attacks. He'll jump into the air and slam into the ground, sending a shockwave out in all directions. You can avoid this by jumping over the wave as it approaches. His other attacks involve his giant club—he'll raise the weapon for a few seconds before swinging it, and during this time you can hit B to make the dino charge forward and bite the oversized Neanderthal right where it hurts the most! While the big guy is trying to pull his pants back up, run behind him and have the dino chomp his exposed buttocks. Three such bites and the big guy drops for good. Look for the plank extending over the arena and enter the tunnel nearby. Grab the cash after the cutscene and make your way back to Windy.

Windy (Part 3)



Return to the queen bee and she'll tell you a sad story about how her hive has been stolen again. Follow the path past the signpost; it'll lead you up to the giant wasp hive. Before going inside, crouch-jump to enter the opening to the left of the entrance. Go into the tunnel and you'll come out inside the opening above and to the right of the entrance. Crouch-jump to the right and float into the opening there. Walk down the tunnel to grab some well-hidden cash. Enter the hive and follow the path up to the top, where you'll find the queen's hive.

Jump into the hive-gun to take the controls, and fight off the waves of wasps that attack. Use the radar in the corner to see which direction they're attacking from and quickly eliminate them. The gun has unlimited ammo, although you'll have to wait for it to reload periodically.



When the queen enters the hive, it's time to get moving. Dispatch, grab the small hive and hightail it out of there. As before, three wasps will give chase, but as long as you don't stop for anything they can't catch you. Race back to the queen's location in Windy and she'll reward you with some more cash for a job well done.

Chapter 7: Spooky



Fight the evil dolls in the tunnel and you'll emerge in the main town area. Fight the dolls here, then jump into the liquid and swim to the right. Enter the mouth of the statue past the dock where Greg the Reaper is standing. Jump toward the lever at the end of the path to open one of the large doors back in the main area. Talk to Greg to get

the shotgun, then go through the open door.

Move carefully through the graveyard beyond the doors, blasting zombies as they appear. Hold the trigger to activate laser targeting and aim for the heads. A direct head shot is an instant kill. When 12 zombies have been killed, Greg will appear at the locked doors at the far end of the graveyard and let you pass.



Enter the library and jump across the bookshelves to the one in the middle with a CS Button. Hit B to bring out a crossbow. Hold R to target each bat and shoot it down. Return to the grinder room and follow the ledge around to the left, into the area above the dining room. Use the CS Button here to eliminate the three bats. Navigate the beams

to reach the first of three keys you'll need to leave the castle. Return to the library and follow the ledge around and down, then go through the door under the stairs to enter the main hall.

Follow the hallway to the left of the main hall door, through the dining room and across the bridge into the garden. The second key is in the middle of the hedge maze. Clear all the zombies out of the area before grabbing the key, and return to the main hall to use it on the door. More zombies appear throughout the castle. Take the time to clear out the main hall, then return to the ledges in the grinder room.



Proceed very slowly up the winding path leading to the castle. There are zombie worms guarding the way, and it's impossible to tell where they'll appear. If you move slowly, they'll pop out safely ahead of you, giving you the opportunity to blast them with your gun. At the top of the path, enter the creepy-looking castle.



Find the new ladder leading up to the high ledges. At the top, jump and float over to the platform to the right. The next platform has a lever. Jump and pull it to open two doors in the castle. Head back to the ladder and jump across to the platform on the other side. Make your way around to the large pipe, and to the platform beyond it with the third and final key. Follow the ledge around to the door and go through to enter the main hall. Place the last key in the door.

Conker's been turned into a squirrel-bat for this section of the game. Fly through the castle, using R to drop guano bombs on the attacking villagers (tap L for what has to be the most disgusting aiming view ever conceived for a video game). Conker will squeak when a villager has been knocked out. Swoop down to the grinder room to deliver the payload. After several villagers have been fed into the grinder, Batula becomes too heavy for his perch and falls in as well, freeing Conker from the vampire curse. It's a good idea at this point to run around the castle and clear out the wandering zombies—it'll make the upcoming tasks much easier.

Approach the barrel in the main hall and hop on to take it for a ride. Maneuver the barrel down the perilously winding path leading away from the castle and through the graveyard, back out into the quiet town area. Roll into the lake and steer right, into the current and up the incline there. Conker will automatically hop onto the small land mass when the barrel approaches, ending his crazy ride. Enter the opening, grab the cash, jump over the waterfall and return to Windy.



Chapter 8: It's War



leading up to the left.

Head up the ramp and knock on the door at the top to reveal an imp strapped to a giant barrel of TNT. Push the imp down the ramp and he'll slide forward, stopping when he hits the metal crate. Now you must push the imp all the way around the walkway. Head to the right, keeping the imp on the stone walkway to avoid the spider mines that pop out of the muddy areas. At the end of the path, the imp sits next to the crashed plane. Return to the pier and activate the CS Button, arming Conker with his slingshot. Aim at the TNT barrel and let it fly to detonate the first explosion.



Follow the other squirrels up the beach and take cover behind the large metal obstacle. Wait until the gunners stop firing to reload before running to the next cover. Run from cover to cover until you reach the base of the bunkers.



Put the gun away and hit the deck by holding R to crawl under the first set of laser tripwires. Proceed with extreme caution—not only will you have to deal with the lasers, but the Tediz will pop out of hiding spots as you move down the corridors, ambushing you at every turn! Luckily there's an abundant supply of chocolate to be found here as well.



To reach the next area, turn left at the signpost in Windy and follow the path. Hop over the barbed wire and enter the door at the top of the path on the left. After the sarge fills you in, head to the right and drop onto the beach. Pull the lever and return to the main area. Push the metal crate along the tracks until it's lined up with the ramp



Go back to the restroom and get a second TNT imp. This time, guide him along the path to the left, avoiding the jumping and falling crates. Go back and use the slingshot to detonate the second TNT load, clearing the wreckage of the plane from the harbor. Head down the stairs next to the pier to talk to the sarge and enter the landing boat.



Properly equipped, use the machine gun to mow down the attacking Tediz. Shoot the lock off the door at the base of the bunker and head inside. The first room is filled with angry Tediz that must be eliminated before proceeding.



The next hallway is similar to the first one, but with the addition of flamethrower Tediz in armored suits at intervals along the passageway. Wait out their bursts of fire before proceeding. The laser tripwires and ambushes are about the same as before—use caution and proceed slowly.



The next room contains some mad Tediz scientists. They're fast little guys, and they attack by throwing syringes. Clean the room out and their pet project, a super Tediz mad scientist, emerges. He's not as fast as the other scientists, but he throws three syringes at a time, doing triple the damage if Conker gets hit! Use the stacked crates for

cover and pop out to fire in short bursts, reloading once behind cover again. When the boss drops, pull both levers on the wall to open the door leading out of the room.

Clean the next room and run to the door at the end of the hallway leading to the left. Race back to the machine gun and jump on as Tediz burst into the hallway. Use the machine gun's rapid fire to take out the streams of Tediz that attack from both hallways. When they're all dead, dismount and continue on through the opened door and exit through the large door near the conveyor belt.



Take out the firing squad quickly to save Private Rodent. Head up the path to the right, hiding behind Rodent when spider mines appear—his indestructible armor will protect both of you from the blast. Proceed slowly along the path to avoid the falling bombs.



To open the large blast door, jump over to the purple raft and hit B to bring out a rocket launcher. Target and blast each of the four red circles on the door. Be quick about it, as Tediz paratroopers start dropping in as soon as you target the door. When you're done with the rockets, head back to the dock and gun down the Tediz in the area. Make sure Rodent is close by and enter the giant doors.



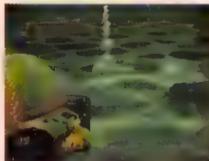
Jump into the tank and use it to blast a hole in the bunker with the radiation symbol on it. Head into the opening and you'll find yourself on a walkway above a large pool of radioactive waste. Jump over each gap, then back across when the spider mine guarding the other side activates. The mines will fall harmlessly into the waste. Pull the lever at the end of the walkway and then run back across the walkway before the radioactive sludge drowns Conker.

Get back in the tank and drive it through the open doors to the right. In this area, you'll need to leave the tank to lower the bridges, then use the tank to take out all four legs of the guard tower in the middle of the area. When you reach a raised bridge, wait for the searchlight from the tower to move past the tank, then hop out, jump across the gap and run onto the bridge, hitting B at the top to bring it down. Repeat for each bridge, shooting out each tower leg as you make your way around the narrow pathway. When the tower collapses, carefully walk across the fallen leg and jump into the pit in the middle of the area.



continued

Chapter 8: It's War continued



is standing when they're launched, so stand a few feet back from the CS Button, wait for the subs to launch, then move up and equip the launcher, taking out the subs when they resurface to fire again.

When the boss appears, get into the tank and take aim at its machine gun arms. Blast off one arm and then the next, finally taking aim for the little girl on the end of the monstrosity's arm. Blast her off and the thing will turn around, revealing its glowing red weak point. Send a shell in for maximum damage. Repeat this process for each set of weapons the boss brings out and you'll finish it easily.



Head to the top of the windmill hill and jump into the hole there. Follow the path into the next area. You'll talk to the weasel boss, meet up with Berri again and get the details of the next gig. When Conker is properly attired for the job, head into the nearby Feral Reserve.



Inside the lobby, hit B while standing behind the pillar on either side of the room to perform a slow-motion leap to the other side. While in midair, aim and fire at the guards to take them out with ease. Repeat this maneuver until the guards are all taken care of, at which point Berri will deactivate the nearest set of laser triwires and you can move forward to the next set of pillars. Repeat at each set of pillars until the elevator doors on the far wall are accessible.



Run into the vault and start bonking the wads of cash and picking them up. When they're all collected, the main bad guy finally appears, and the final showdown is on!

After the lengthy series of events unfolds, run to the lever and pull it to open the airlock, then head for the space suit and get ready for a fight. The alien has two methods of attack—one with its tail and another with its teeth. Watch for it to raise its head to the left before the tail whip—simply jump straight up to avoid it. Hit L to block the chomp attack. After blocking a chomp, combo the alien with a series of punches using the R button to knock it flat. Move around to its tail to grab hold, then rotate the Left Thumbstick to start spinning the alien. When its claws are no longer scraping the ground, press R to fling the beast toward the open airlock. You'll need to do this three times to finish the alien off for good—finishing the game as well. Congratulations!



On the large platform you'll find three identical arches, and near each of them, a short platform with a CS Button. Talk to the little girl in the middle of the platform, then find the CS Button that's lit up and head there. Stand on the button to use the rocket launcher. Take out the attacking submarines. The missiles always hit wherever Conker



As the countdown to destruction ticks off, you'll have to rush through another laser-filled hallway. For the first set of lasers, crawl under the first laser, then make a short hop over the last one. The second set can be crawled under completely. For the third set, hug the left wall, jump straight up and then hover diagonally across and forward

through the lasers. Hop onto the crate on the left side of the fourth set of lasers. Jump and float through the opening in the remaining lasers. For the next set, get on the crate and carefully crawl under. The second-to-last set of lasers has more cause fun—jump to the crate, crawl under the first laser and then turn left and drop down, crawling under the last laser. The final set of lasers can simply be crawled under.

Another Tediz ambush waits in the large room at the end of the hall. Conker will bring out a rocket launcher for this fight, so be sure your targets are far away before firing or you'll take damage from the explosion as well. When all three of the ambushers are defeated, exit through the doors leading back out to the beach.



Race back down the beach, watching for the deadly rocket-equipped Tediz guarding the pathway. Keep your gun out and move quickly—but cautiously—to beat both the enemy and the time limit. Once back at the launch site, you can return to Windy. Your stint as a soldier is finished.



Chapter 9: Heist



Head to the top of the windmill hill and jump into the hole there. Follow the path into the next area. You'll talk to the weasel boss, meet up with Berri again and get the details of the next gig. When Conker is properly attired for the job, head into the nearby Feral Reserve.



SECRETS AND EASTER EGGS

Ten Lives

After completing the Barn Boys area, return to the cheese corral. Hop up onto the platform to the left of the corral and follow it around the back wall of the cheese corral. Jump over the platform on the back wall and a light bulb will flash over Conker's head. Hit B as soon as this happens and he'll turn into an anvil and crash down, destroying the cheezy wall and revealing a very special tall that grants Conker ten extra lives! That should help you make it through the game.



Banjo Kazooie's Bad Ending

Back in the day, Rare was known for its amazing platform action games starring furry protagonists. One of the company's best known games for the Nintendo 64 was *Banjo-Kazooie* (and its sequel, *Banjo-Tooie*), starring the lovable bear, Banjo. If you look above the fireplace in the bar at the Options menu, you can see Banjo's head mounted above a pair of hunting rifles.



Potty Mouth

Want to play Conker with uncensored language? Well, you can... kind of. Finishing *Bad Fur Day* lets you enable the "Potty Mouth" option on your Live & Co. profile, disabling the censorship in the multiplayer mode of the game. Unfortunately, there doesn't seem to be any way to disable the bleeps in the single-player game.

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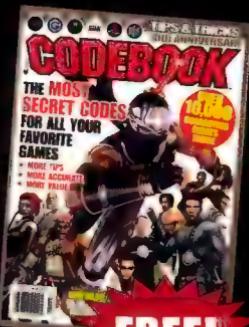
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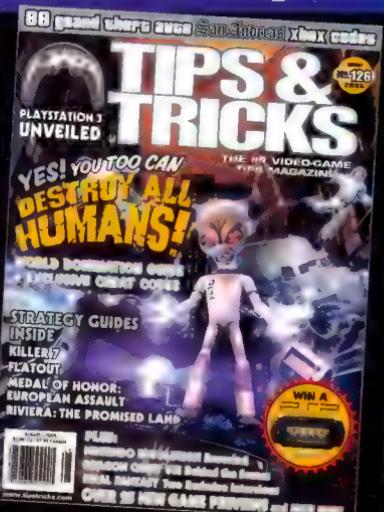
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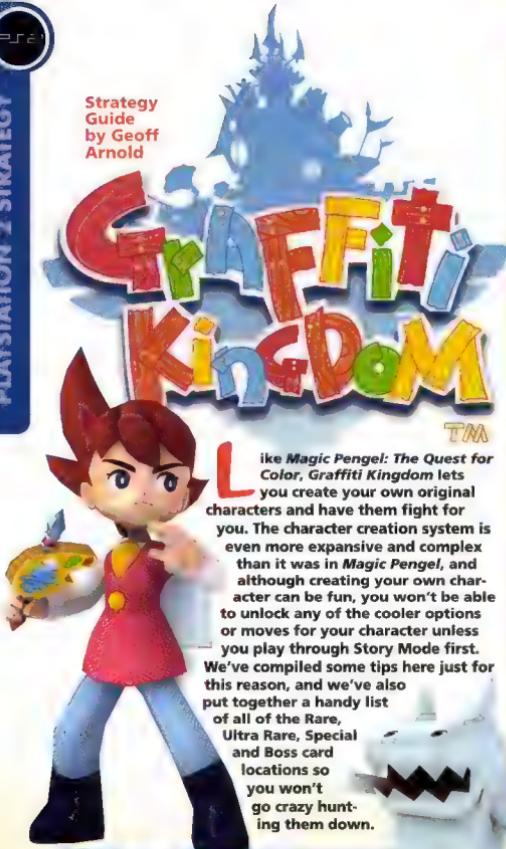
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COMBAT TIPS

Stay on the Move!



Most of the baddies in the game stop moving just before they attack, so keep your character on the move. Running away is also a viable option; if you accidentally tackle too many enemies at once, run for the nearest exit and reset the stage to keep from getting pounded.

Fight Creatures Solo



When mobbed by several creatures at once, try to separate the group and tackle one creature at a time. Run into a group and focus on one creature, hit it a few times, then back up before it can counterattack.

GENERAL TIPS

Earning Experience



Although each enemy that you kill will leave an experience coin behind, leveling up can be very time consuming. There are certain stages where a string of experience coins will respawn every time you enter the stage. To level up quickly, find one of these stages and keep re-entering to collect the coins repeatedly.

Diverse Characters



Try to bring a wide variety of character types into each stage. A good combination would be a creature with a high jumping ability (or one that can fly), a creature with some sort of projectile attack and a creature with a multi-hit or elemental attack. Some cards or areas cannot be reached without using a specific type of creature, so if you see an area that you can't access, you may have to come back after earning a specific creature's card.

Capturing Abilities



The only way you can "learn" new abilities is by using the Graffiti Wand to capture creatures that you run into along the way. Capture every new type of creature that you see, and remember that you can only capture five creatures before refilling your Graffiti Wand.

Unlocking Doors



When you come across a locked door, or an area that becomes locked after you enter it, you must locate the door switch. Look around carefully; the switch could be on a ledge above you, hidden behind a tree or even buried underneath a stack of crates. If all else fails, try killing all of the enemies in the area—this may unlock the door as well.

Use the Notebook Monument Often



In addition to refilling your Graffiti Wand, the Notebook Monument will also refill your health. You can only save your game at a Notebook Monument, so be sure to save at every opportunity; you may have collected a rare card or learned a rare ability since your last save.

COLLECTING CARDS

There's a lot of all the cards you can collect throughout the game. Some cards appear randomly, you may have to enter an area or a stage several times before you see a particular creature.

Rare Cards

Rare Cards are fairly easy to get, if you have time to kill. You may only have to enter an area a few times to get each of these creatures to appear.



Gracey



Beeton



Beetit



Beetup



Princess Pumpy



Dolphins

Look for this card in the Canvas Plains stage, in the area with the Sun-splitters.

In the same stage as the Gracey card and the Sun-splitters. There's a tree with a knot on the back side; punch the tree to make Beeton fall out of it.

Get this card in the Canvas Plains stage in the area with the Hand-stand Monkeys. There's a tree with a knot on the back side; punch it to make Beetit fall from the tree.

You'll find this card in the Canvas Plains, in the area where the Paper Balloons are. There's a tree with the Balloon around a tree. There's a tree with a knot on the back side; punch it to make Beetup fall from the tree.

Look for this card in the Mt. Hera stage. Here's the tree stage, in the waterfall area. Look for the Blubber and Oh la Ostrich creatures.

Go to the top of the waterfall in the Mt. Hera and -tree stage and look for dolphins. You must hit the wall behind the water. Punch the symbol to make the Dolphins appear.



General Bitter



Shishimai



Docborn



Gatling-saurus



Head Field Protector



Pupilosaurus

Look for this card in The Wind of Pan Ravine stage, in the area with the Korey creatures.

You'll find this card in The Wind of Pan Ravine stage, in the area with Catchy creatures.

This card can be found in The Cannon of Block Valley stage, in the Cannon of Block Valley stage, in the area with the Karate Fighter and Block Frog creatures. Defeat all ten of the Block Frogs that spawn in succession in the center of the stage and Docborn will appear.

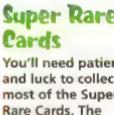
Look for this card in The Cannon of Block Valley stage, in the area with the Twin Coppers creature.

Upon entering The Beast of the Lost Sea stage, in the first room you enter, there's a tree with two creatures (it doesn't matter which) and wait 30 seconds. The Head Field Protector will spawn near the center of the area.

Upon entering The Beast of the Lost Sea stage, in the area with the Totem Beasts, you must kill only two creatures (it doesn't matter which) and wait 30 seconds. The Pupilosaurus will spawn near the center of the area.



Horn



This card can be found in the starting area of Palette's Palace.

You'll need patience and luck to collect most of the Super Rare Cards. The spawn rate of some of these creatures is extremely low, and the drop rate of one of these creature's cards is even less.

Look for this card in the starting area of the Canvas Plains stage.

Look for this card in the Canvas Plains stage. In the second area you come to, there's a tree with a knot on the back side; punch the tree to make Beetorn fall from it.

This card can be found in The Lava Hole stage, in the area with the Firina and Icina creatures.

Look for this card in The Lava Hole Stage, in the area with the Firina and Icina creatures.



Dodo Bird



Double Ninja



Little Masha



Japanese Castle



Graffiti Red



Graffiti Gray

After defeating the Green Spongy creature in The Wind of Pan Ravine, come back to this area to locate the Dodo Bird.

Look in The Tower of Sand Kingdom stage, in either area of the tower where the Nightmare creatures spawn. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.

In The Tower of Sand Kingdom stage, in the room with the rocket leading to the Battle Planet stage. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.

Look in The Tower of Sand Kingdom stage, in the room with the four doors. This creature will only spawn in the first room after you have completed Story Mode. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.

Look for this card in The Tower of Sand Kingdom stage, in the area with the four doors. This creature will only spawn in the second room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.

In the same area as Graffiti Red. This creature will only spawn in the third room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.



Graffiti Green



Graffiti Yellow



Graffiti Pink



Sucker



Space Invaders



Little Tots

In the same area as Graffiti Green. This creature will only spawn in the fourth room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.

In the same area as Graffiti Yellow. This creature will only spawn in the fourth room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.

Look for this card in The Tower of Sand Kingdom stage, in the area with the Crimson Queen. This creature will only spawn after you have completed Demigray and Demigray 5 creatures.

In the Battle Planet stage, in the area with the swinging moon pendulum. This creature will only spawn after you have defeated the Demigray and Demigray 5 creatures.

Look for this card in the Battle Planet stage, in the area with the Marsopus creatures.

You'll find this card in The Go-Go Bowling Road stage, in the starting area.



Super Rare Cards continued



Chokoroom

This creature will only spawn after you have defeated Palette. After entering the starting area in The Beast of the Lost Sea stage, check the small cubbyhole to your right to locate the creature.



Road Roller

Look for this card in Palette's Palace, in the final room just before the boss.



Mike

This card can be found in Palette's Palace, in the final room just before the boss.

Special Cards

The Special Cards can be found in specific locations throughout the game. You don't need to spend hours killing creatures and waiting for them to drop, but you may need another specific creature (i.e. one with high-jumping or flying abilities) to collect them.



Golem

Look for this card in the Canvas Plains stage, in the first area. There's a wooden box on top of a platform near the left side of the area; the card is inside.



TAITO

Look for this card in the Mt. Here-and-There stage, in the area with the Funky Missile and Little Light creatures. There are three catapults here, and one of them lines up with the ledge that holds the card. Use a creature with a fast running speed and launch yourself from the catapult to reach the card.



Catch

In the Mt. Here-and-There stage, in the ice area with Diaper Frog and Ico. Create a creature in the first part of the area is a ledge just above the entry door. Either create a creature with large legs and a high jump ability or use a creature with the fly ability to reach the card.



Hog

Look for this card in the same area as the Catch card, on an island in the middle of the lake near the exit door. Use a fast creature with a high jump ability or use the Diaper Frog to freeze the pond and walk across to snag the card.



Stingerman

This card is above the entry door in The Wind of Pan Ravine stage, in the room just before the boss. You'll need a creature with high jump ability to get it.



Flying Halidon

This card can be found in the electrified pool on the right side of the room in Palette's Palace; there's a small platform that runs horizontally across the room near the roof. Select a creature with flying ability to grab it from the platform.



Silver Hawk

Look for this card in The Battle at Devil Palace stage, in the giant library area. Go all the way to the top of the tower and go for the giant book closest to the top.



Palette Costume 2

In The Beast of the Lost Sea stage, in the area with the Person and Space Messengers, there are several seashells that act as shelves near the ceiling. The card is on one of the shells on the right side.



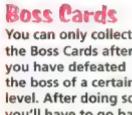
Palette Costume 3

Look for this card in The Beast of the Lost Sea stage, in the final area before entering Palette's Palace. This card is also on a seashell on the right side of the room.



Pongoi

You'll find this card in the first area of The Battle at Devil Palace stage. It's on a small platform to the left side just after you enter.



Boss Cards

You can only collect the Boss Cards after you have defeated the boss of a certain level. After doing so, you'll have to go back into the stage and look in a specific spot to collect the card... and you may need a creature with a high-jumping or flying ability to get it.



Little Miss

This card appears inside a wooden box on top of a ledge in the Canvas Plains, in the area where the Papeo and Papeko are chasing the Elefan around a tree



Micro-Carleton

Look for this card in Mt. Here-and-There, in the "island" area with the Ballinas and the Frappengum. The card is on an island on the opposite side; fly to it or freeze the pond with Diaper Frog and walk over



Easel Jr.

In the Lava Hole stage, in the second area with the mobile gray platforms. The card is on the center platform just before you reach the ledge with the Dung Roller.



Shao Tolotin

Find this card in The Canyon of Block Valley stage, in the room with the Flaming Egg and Fire Blockade creatures. There's a small space near the far left wall next to a ball-and-chain; the card is nearby.



Desko Klein

Look for this card in The Tower of Sand Kingdom, in the tower area just before you reach the Rainbow King. Check one of the nooks on the right side of the tower.



Little Acryla

This card appears in The Go-Bowling Road stage, in the large room just before the boss battle. There's a bowling pin between the two centers, and to the pinball playing field, so use a creature with the ability to fly to reach the top of the bowlin pin.



Little Paitotto

Look for this card in The Beast of the Lost Sea stage, in the area with Flowerpot Demon and Spinner creatures. The card is on top of the large center platform near the Space Messenger creature.



Little Medium A

After completing Story Mode, look for this card in the giant library area of the The Battle at Devil Place stage. It's at the very bottom of the area near the final book.



Little Medium B

After completing Story Mode, you can find this card in the first area of The Lava Hole stage. Make your way up to the top of the large center platform for a platform above you, across from the exit door; fly across the gap to land on the platform and collect the card.



Baby Tablet A

After completing Story Mode, look in The Wind of Pan Ravine, in the area with the Eamon and Chiller creatures. It's on a ledge near the left side of the area.



Baby Tablet B

After completing Story Mode, look for this card in Palette's Palace in the first ice area. The card is located on the upper shelf near the back left side of the area.



Baby Tablet C

After completing Story Mode, look for this card in Palette's Palace in the first ice area. The card is located on the upper shelf near the back left side of the area.



Baby Tablet S

After completing Story Mode, this card can be found in the last area just before the boss of The Battle at Devil Palace stage. It's on top of the center pedestal surrounded by experience coins.



Baby Tablet

After completing Story Mode, look for this card in Canvas Plains, in the second area you come to. There are several ledges that can only be reached by flying; the card is on one of the right ledges near the rear of the area.



Stage 5: The Valley of Block Valley



At the first Graffiti Monument there are three paths to choose from: straight, right or left. They all lead to the same area, but there are different creatures that exist only on one path. If you're collecting cards, you should explore all three paths.



In the waterfall area, follow the river up to where it begins (watch out for the Electric Jellyfish). If you look to the right, you'll see an entrance leading to another part of the stage; go there to continue.

BOSS: Telepin

Telepin's arena is divided into three tiers, each with elemental symbols on the floor around the perimeter. When the battle starts, the tiles will light up like a roulette wheel. When the "wheel" stops on one of the elemental tiles, a blast from that specific element will engulf each tile on that tier. If you see the "wheel" spinning on one tier, try to stay on one of the other two tiers to avoid the blast. Defeating Telepin is actually fairly easy if you can avoid these blasts. Simply beat on him a few times while he's hopping around; if he gets close, jump to another tier to avoid his melee attack. If you

get hit by a blast, take cover.



Stage 6: The Tower of Sand Kingdom



Fight through the first room and you'll come to a circular room with a Graffiti Monument. There are five doors here, and the door that allows you to progress through the level is locked. Go through each of the four doors and defeat the enemies within to unlock the main door.

In the next room you'll fight one of the stage mini-bosses, the Crimson Queen. Although she hits hard, you can defeat her with a stronger character such as the Golem or Karate Fighter in just a few hits.



At the top of the sand tower you'll face the other mini-boss, the much stronger Crimson King. Break the pots in the center of the room to poison him, and use hit-and-run tactics to defeat him. Watch out for his energy blast; the easiest way

to avoid this attack is to simply not stand in front of him.



Stage 7: Battle Planet



When you reach the third "planet" (this area is populated by the "Marsopus" and the rare spawn "Space Invaders" creatures), the creatures here will spawn endlessly. To reach the next area, you'll need to hit a switch inside the left rocket. This area is also a great place to pick up experience; the Marsopus are defeated easily, usually spawn every few seconds and often drop gold and silver experience coins.

In the next area you'll run into Tablet again, this time in the form of a Demigray 5 creature. This battle can be tough since he fights with a group of Demigrays, but you can easily avoid fighting multiple enemies by simply running around the outside edge

of the platform. Many of the Demigrays will get hit by the moon-shaped pendulum that swings back and forth; it may even knock them off the edge while they're chasing you.

BOSS: Deskel

For most of this fight, Deskel runs the ring and takes random shots at you when he rolls by. He has three main attacks: he'll try to run you down or perform a three-hit combo if you are close, or he

distance. Avoid the projectile by constantly moving around; the other two attacks can be dodged by jumping onto one of the raised pedestals near the outer rim. To damage Deskel, wait until he drives by and attack him a few times from the side. (Never stand directly in front of him or he'll try to run you down.) If Deskel chases you after a



Karate Fighter, and simply hang out and wait for Deskel to get then quickly run to the other side of the ring and do it again.

Stage 8: The City for Revolving Doors



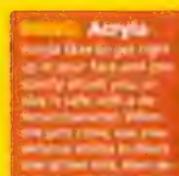
The early part of this stage is very linear. Move from area to area, killing enemies until you encounter several gates barring your way. To keep the gates open, look for a switch on the floor, choose a fast creature or one with a dash and quickly get to the other side of the gate before it shuts.



Eventually you'll reach a large room resembling the playfield of a pinball machine. To progress, find one of the three pinballs and have it "chase" you to one of several slots on the playfield. It doesn't matter which one you choose; they only lead to different locations in the next room.



In the next room, take the winding ramp up to the central platform in the center. There are gates on the ramp that close and block your path, so use a fast creature to get by. When you reach the top, you must defeat the Guard System A and B creatures to open the door leading to the boss.



Stage 9: The Beast of the Lost Sea



This stage is confusing and you can get lost easily, so I recommend taking some time to explore each stage thoroughly and learning which pathways lead to which areas. The first few areas look similar except for the fact that the background are different colors and there are different creatures spawning in each area. Here's a quick rundown of the path through this first part of the stage.

- In the second room, take the left exit (the walls will change from blue to dark green here).
- In the third room, take the right exit (the walls will change from dark green to light green here).
- In the fourth room, take the rear left exit. In this room there is an exit that is completely lit up by lights; the exit you want is the one to the left of the brightly-lit exit.

When you reach the area with the Blue People, kill them all and a Space Messenger will appear. Kill the Messenger and a switch box will appear. Hit it to flood the next few areas with water and continue on.

When you reach the circular room with the moon statues, you'll have to fight some creatures to progress. This room loops continuously, and every time you enter, you'll have to fight a new group of creatures. Continue fighting them and taking the exit near the moon statues and eventually Tablet will confront you; at this point you can exit.



Stage 10: Palette's Paradise



The second area has two tiers, and there are several switches to hit and doors to open if you wish to continue. You'll need an electric creature, an ice creature and a fire creature to activate the corresponding switches on the bottom floor; this will cause elemental

guards to spawn from the small huts near the switches. Defeat a group of each to unlock the three doors on the bottom level, then enter each of the three rooms and fight your way to the end and hit the switches inside; this will unlock the doors on the upper floor.



There are three areas to fight through on the upper floor. Again, you'll need an ice creature, a fire creature and a lightning creature to press the appropriate switches. Go into each of the rooms and look for the switches; pressing all three will remove the barriers in front of

the door leading to Palette on the upper floor of the main room.

Palette



Stage 11: The Battle at Devil Palace



There are two exits in the giant library area: the center or the lower exit. To take the lower exit, you must have a creature that can fly or else you won't be able to cross the large gap. If you haven't done so, try to collect the Electrobird card (the creature is located in the first area in this stage)—it's fairly easy to kill. Your reward for taking the lower exit in the library is a path of experience coins, which can be triggered by hitting the switch just outside of the library exit.



When you reach the throne room area, you'll face off against Thunder God and Wind God creatures. Try separating them and fighting them one at a time to make things easier.

Stage 11: The Battle at Devil Palace Medium Description: You're in a massive library filled with books and shelves. There are two exits: one in the center and one in the lower left. To take the lower exit, you need a flying creature like the Electrobird. A path of experience coins leads to the lower exit. After exiting, you'll find yourself in a throne room where you'll face off against Thunder God and Wind God creatures.		
Stage 12: The Final Showdown Hard Description: You're in a room with a large statue of a figure. There are two exits: one in the center and one in the lower left. To take the lower exit, you need a flying creature like the Electrobird. A path of experience coins leads to the lower exit. After exiting, you'll find yourself in a room with a large statue of a figure. You'll face off against Thunder God and Wind God creatures.		

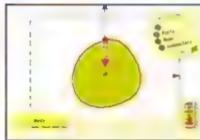
CHARACTER CREATION TIPS

Part of the fun of playing *Graffiti Kingdom* lies in the ability to make your own creatures and bring them to life. Here are some tips for creating custom characters and getting the most out of the drawing engine.

CREATING CHEAT BISCUIT

To see how flexible the character creation system in *Graffiti Kingdom* really is, I convinced editor in chief Chris Bieniek to create a playable replica of Cheat Biscuit, the official (though rarely seen) *TIPS & TRICKS* mascot. Note: Our main character was at level 50 when creating Cheat Biscuit, so we had all of the options available to us.

Step 1: The Biscuit



Chris started by drawing a rudimentary circle with the 3D pen. He chose the bottom right shape, which most resembled a biscuit, and afterward tweaked the shape's thickness to make it more biscuit-like. He then chose a yellowish/tan color to reflect baking perfection.

Step 2: The Face



The nose was just a simple, small circle, stretched slightly outward. After initially drawing the remaining facial features with the line pen and coloring them in by hand, Chris decided to redraw them with the 3D pen, to save some ink and to make them

more solid. He drew the mask first, coloring it black. Cheat Biscuit's left eye was next, and after a satisfactory attempt, he copied it to the right side of the mask and drew Cheat Biscuit's eyeballs with the line pen. Drawing the sides of Cheat Biscuit's mask proved to be frustrating. He tried doing them with the 3D pen, but since Cheat Biscuit is round and curved on the side, the angle of the mask was constantly off and it ended up looking like Cheat Biscuit was wearing glasses instead of a mask. To solve this problem, Chris turned Cheat Biscuit directly on his side and switched to the line pen, adjusted the thickness of the pen and drew a line straight across from front to back. He then copied the line which he had drawn and used it to connect the right side of Cheat Biscuit's mask to the back of his "head." Chris then gave Cheat Biscuit a left eyebrow with the 3D pen and copied it to the right side for a perfect match. The 3D pen was also used to create Cheat Biscuit's mouth and the "C" on his chest, while the line pen defined the break on each side of Cheat Biscuit's "teeth." Chris wanted Cheat Biscuit to have a bottom lip, so he drew that with the 3D pen; he then gave his creation a three-dimensional left cheek and copied it over to the right side to give the appearance of a heroic grin.

Follow the Tutorials



As your main character gains levels, certain items will be unlocked under the "Help" menu in the Graffiti Notebook. It's a good idea to watch the tutorials before attempting to draw any creature; they contain helpful information and visual

walkthroughs of some of the more intricate creative steps.

Modify Existing Creatures



If you're having trouble drawing one on your own, or if you see a creature design that you want to improve upon, you can import any of the creatures you have captured into the "Draw" menu and go to town. If you are looking to recreate some of your favorite

characters from other video games, this is also a good way to get started. Pick a shape that's similar to the one you're looking for and add/subtract/modify it to your heart's content.

Step 3: The Limbs



About 30 minutes after Chris started working on Cheat Biscuit's face, he was ready to draw the arms and legs. He created anchor points on the left side of Cheat Biscuit's body and drew one arm and one leg each, which he then copied and flipped around to the right side. Chris had a little trouble with the legs, because he couldn't draw a good foot while looking head-on at the drawing and he was running out of room at the bottom of the screen. In the end, he decided it was better to rotate Cheat Biscuit 90° and draw the leg from the side—and the dotted line that defines the edge of the drawing area actually helped him to make the bottom of the foot perfectly flat.

Step 4: The Cape



Chris insisted that Cheat Biscuit's cape must billow in the breeze, and after several failed attempts at doing so, he decided to simply define the cape as a "tail" piece. This gave the cape some fluidity and allowed it to move independently of Cheat Biscuit's body; it also enables him to use his cape as a weapon.

Step 5: The Finishing Touches



When setting up the movement and voice, Chris decided that Cheat Biscuit was pretty tough—not to be mistaken for overcooked!—with a gruff voice and a superhero swagger. We ended up choosing "Stone" for the voice and "Casual" for the movement, which turned out nicely. For his attacks, we chose Charge Jump, Fire Loop for the tail/cape attack, Dash and Knockout Punch for the main attack. This gave Cheat Biscuit the strength, speed and jumping prowess he needed to complement his warm, flaky texture and delicious cheddar flavor.

Draw Slowly



Set the pen speed to the lowest possible setting when drawing. Taking your time when drawing will help you draw straighter lines and you'll notice yourself backtracking and deleting a lot less than when you draw with the pen on full speed.

Practice!



Not everyone has Bob Ross' talent and can bust out a masterpiece when their brush touches canvas. Practice creating several small doodles first and learn the intricacies of the drawing engine before you sink your teeth

into a major project. The freedom and variety of options can seem overwhelming and complicated at first, but the more time you spend drawing, the easier it will become.

grand theft auto™

Vol.
9

The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, we'll give you some pointers for getting through the challenges at the driving school in San Fierro. We'll also tell you all about the San Andreas dating scene, including where to find each girl-friend and how to treat them.

DRIVING SCHOOL

The 360

Directions: Hold the accelerator and brake to begin, then turn the car to the left or right.



This challenge is easy—just keep the accelerator and brake buttons pressed while turning in either direction to spin the car in place. Use this technique in the game when you need to change your vehicle's facing in tight quarters.

The 180

Directions: Accelerate to the cones, then use the handbrake to turn the car around and drive back to the starting area.



Hit the handbrake and start turning hard into the turn just before you reach the last cones to spin the car around so that it faces back in the direction from which you just came. In the game, this maneuver is excellent for recovering from a missed turn or for losing pursuers, who will usually overshoot or crash into buildings trying to follow your reversal.

P.I.T. Maneuver

Directions: Force the other car to spin out by pushing it from the rear side.



Practiced by law enforcement officers everywhere, the P.I.T. (Precision Immobilization) lets you disable a vehicle with minimum damage by pushing into the rear side of the target car with your front bumper. You'll actually need to use this technique in the game for at least one mission, and it's a great way to stop any car you need to chase and disable throughout the course of the game.

Pop and Control

Directions: Drive to the coned area and across the spike strip. Avoid the cones and reach the designated end zone.



Driving with your tires blown out is never fun—or easy—but sometimes it will be your only option,

as the alternative might be getting out of the car and being shot up by mobs of law enforcement or gang members. Keeping control of your vehicle with the tires gone requires constant micro adjustments to the left and right. Basically, the car will want to zig-zag like crazy, and you'll need to compensate for each of these shifts by counter-steering in the opposite direction. This technique is useful for getting to a safe spot or another vehicle while still remaining in the safety of your car.

Burn and Lap

Directions: Complete five laps of the small oval course, completing 180° turns at each end and avoiding the cones.



Although there's no situation in the game that will require you to race around a tiny oval course, this lesson will help you to refine your powersliding skills and improve your control of your vehicle while taking sharp turns at high speeds.

Whip and Terminate

Directions: Accelerate to the turn, powerslide around and brake in the designated area.



This lesson shows you how to take a sharp turn into a blind corner and then stop quickly if required. In the game, it's good for saving your vehicle from a crash after flying around a corner where you can't see traffic on the other side.

Wheelie Weave

Directions: Use the ramp to pop the car onto two wheels, then maintain balance until the end of the track.



This super-slick maneuver looks awesome, but it's extremely difficult to actually pull off during gameplay. For the test, hit the ramp to pop the car onto two wheels, and then micro-adjust your balance by tapping left or right to keep it there until the end of the track.

The "90"

Directions: Drive toward the parked cars and slide sideways into the open parking spot.



I don't think there's ever really a situation in the game where it's necessary to parallel park with

this degree of precision, but it does look pretty cool.

Cone Cull

Directions: Weave around the cones and reach the other end, then reverse course and return to the start area.



This test simulates driving on streets filled with traffic or other obstacles.

Learning to

weave around other vehicles while driving at high speeds is essential to success in San Andreas.

Spin and Go

Directions: Drive in reverse to the middle of the course, then spin the car around in a 180 and drive to the end.



Here's a technique that will get you out of many tough situations—basically any time you

can't go forward, but the way behind is clear. Accelerate in reverse until you can turn around (hit the handbrake and steer in either direction), then jump on the accelerator to speed away.

Alley Oop

Directions: Drive off the ramp and perform a barrel roll, landing the car correctly.



This test is practice for the insane stunt jumps that are scattered around San Andreas.

Drive off the ramp with one side of your car hanging off to spin in midair, then land on all four wheels to complete the stunt.

City Slicking

Directions: Drive to the marker and back in less than 120 seconds without damaging the car.



The graduation exam for driving school is the toughest challenge you've got! An ex-

tremely harsh time limit and an unforgiving, traffic-filled route to follow. Start by driving straight up the road as far as you can go before turning to the right at the top—you can see the marker on your mini-map from this point. Hit it from either direction and return to the driving school. You'll be docked points for any damage done to your car, and coming to a complete stop for any reason (a crash being the most likely cause) will end the challenge in failure. You can take a few bumps to your car and still pass the test, but any major damage will drop you into the failing zone.

the dating game

Carl "Cl" Johnson is much like any other man—between bouts of high crime, gang warfare and running from the law, he wants to find the right girl for him, and possibly start a meaningful relationship. To this end, there are six potential girlfriends located around San Andreas for Cl to date. This guide will give you all the info you'll need to successfully wine and dine each of these lucky gals.

dating tips

The first step to successful dating is obtaining a girlfriend. Two of the girls will automatically become your girlfriend just by completing missions as you make your way through the game.

The other four girls have standards you'll need to meet before they'll agree to a date—you've got to have the right kind of body type for them. To gain muscle, hit the gym and work out. If the girl wants some fat on her man, hit the fast food joints and pack on the pounds. All of the girls are looking for a man with sex appeal. They're even willing to ignore their other standards to a certain degree if you have a high sex appeal. Sex appeal is gained by wearing nice clothes and arriving for the date in a cool vehicle (low riders and sports cars give big boosts here).

Before you arrive at the scene of your date, grab a gift for your girl. In the description for each girl, I've noted the location of nearby flowers. Pick up some flowers and give them to her when she comes out to greet you (hold L1) to raise your overall relationship status with her. You can also attempt to kiss your sweetie (by holding L1 without a gift in your hand), but it's not recommended until you've had a few successful dates and only after you give her some flowers (or other gift item). When your girlfriend comes out, she'll tell you what type of date she wants. If she mentions food, take her to the restaurant of her choice. If she just wants to drive around, listen to her cues to determine the speed she likes and what area she wants to see. If she wants to go dancing, head for the nearest club and dance the night away. Food and driving rates are different depending on each girl (and their individual preferences are listed along with their other information), while dancing dates are the same for all six. When the date ends, you'll need to drive your girlfriend back home. When your relationship meter reaches a certain point (it's different for each girl), she might invite you inside for coffee.



RELATIONSHIP CHART

This chart shows you how much you'll gain (or lose) in your overall standing with a girlfriend by doing various things on a date:

Action	Gain/Loss
Successful date	+5%
Unsuccessful date (includes abandoning the date in progress)	-5%
Giving a gift	+1%
Successful kiss	+1%
Unsuccessful kiss	-1%
Abusing your girlfriend	-10%
Showing up for a date without meeting her body type requirements	-1%
Missing her phone call	-2%
Invited inside for coffee	+5%

meet the ladies

denise robinson



Where to meet her: Denise automatically becomes your first girlfriend when you successfully complete the "Burning Desire" mission in Los Santos.

Body type needed: Denise is not picky about CJ's body type; she'll date him whether he's fat, skinny, average or ripped.

Home location: Denise lives just up the road from CJ's house (you'll drop her off there at the end of the "Burning Desire" mission, so her house is easy to find).

Nearby gifts: West of the tattoo parlor down the road from Denise's house, you can find some flowers.

Date time(s): 00:00-06:00, 16:00-00:00

Type of dates she likes: For a food date, Denise likes the bar up the road from her house. If she just wants to drive around, you should stay in her neighborhood. Denise might also want to do some drive-by shootings (she is a gangsta girl, after all). If she suggests this, just roll past any groupings of rival gang members and let Denise fire away. She'll let you know when she gets tired.

Coffee invite: Denise will start inviting you in for coffee at less than 50%...probably at around 40-45%.

Rewards: At 50% Denise will let you use her car, and at 100% you'll get the pimp outfit, which will come in handy later in the game if you want to look the part while doing the pimping missions.

katie zhan



Where to meet her: Katie can be found standing on a hill on the northeastern edge of the Avispa County Club in San Fierro.

Body type needed: Katie's looking for a strong, sexy man (high muscle and high sex appeal).

Home location: Katie's townhouse is in the Paradiso section of San Fierro, just southeast of the Gant Bridge.

Nearby gifts: You'll find some flowers outside the gas station, located across the street from the Burger Shot restaurant just southeast of Katie's place.

Date time(s): 12:00-00:00

Type of dates she likes: For food dates, Katie likes the diner that's located near her house. For driving dates, Katie likes the Gant Bridge north of her house. Don't drive too fast—you'll fill her fun meter just by taking a leisurely drive across the bridge.

Coffee invite: You'll get the invite inside for coffee at around 50%.

Rewards: For dating nurse Katie, you'll get free hospital visits, and you'll hang onto your weapons after getting killed as well. At 50% you get the keys to Katie's hearse, and at 100% she'll give you the medic outfit

michelle cannes



Where to meet her: Michelle hangs out in the driving school in San Fierro near the water cooler. She's not always there; if you're looking for her and she isn't inside, try leaving the building and re-entering a couple of times and you should find her.

Body type needed: Michelle likes a man with some fat (50% or more). You'll also want to have a good sex appeal rating (get some nice clothes or roll up in a hot car to boost this rating).

Home location: Michelle owns an auto body garage in the northeastern section of San Fierro.

Nearby gifts: Look for some flowers on the super-curvy road to the southwest of Michelle's garage.

Date time(s): 00:00, 12:00

Type of dates she likes: For food dates, Michelle likes to go to the bar. If she asks for a driving date, step on the gas—this girl likes speed. Stay at top speed until she asks you to take her back to her house. Michelle might want to drive on some dates, in which case you won't need to do anything except sit back and watch as she drives for a while and then returns home.

Coffee invite: You'll get the invite inside for coffee at around 40%.

Rewards: When you start dating Michelle, you'll have access to her garage (it works the same as a Pay N Spray but won't cost you anything). At 50% you can take Michelle's monster truck out for a spin, and at 100% you get the racing suit.

helena wankstein



Where to meet her: You can find Helena on the roof of the Blueberry Ammu-Nation shop, shooting at targets. She's not always there, and since it's an outdoor location you'll need to come back the next day and check for her again if you don't find her the first time.

Body type needed: Helena likes 'em skinny (low fat and low muscle—no more than 25% of either). You'll want a high sex appeal rating as well.

Home location: Helena lives on a farm in Flint Range.

Nearby gifts: Directly east of Helena's farm, under the express-way, you can pick her some flowers.

Date time(s): 00:00-02:00, 08:00-12:00, 14:00-00:00

Type of dates she likes: If Helena asks for food, take her out to a restaurant (not fast food; a nice place). If she requests a driving date, stick to the area around her farm, as she enjoys the rural scenery.

Coffee invite: You'll get the invite inside for coffee at around 65%.

Rewards: As soon as you become Helena's boyfriend, you'll be able to access her tool shed, which contains some useful weapons (Molotov cocktails, chainsaw, flamethrower and handgun). At 50% you'll get to take her car (although you can actually use her car from the time you start dating—maybe because she lives in the country, Helena leaves it unlocked). At 100% you'll get some rural clothes to wear while hanging out in the countryside.

barbara schternvart

Where to meet her: Look for Barbara in the parking lot of the police station in the northern desert town of El Quebrados (it's across the street from the Pay N Spray).

Body type needed: You'll need to put on some weight to date Barbara (fat of 50% or more). And of course, a high sex appeal is necessary as well.

Home location: For all you know, Barbara lives at the police station where you meet her, because that's where you'll pick her up for dates.

Nearby gifts: Grab flowers from the gas station parking lot to the northeast of El Quebrados, or from the building along the dirt trail to the west of town.

Date time(s): 00:00-06:00, 16:00-00:00

Type of dates she likes: For food dates, Barbara prefers the diner located near town. For driving dates, she likes to ride slowly around the town of El Quebrados.

Coffee invite: You'll get the invite inside for coffee at around 60%.

Rewards: Barbara will get you out of police stations for free if you get busted, and you'll get to keep your weapons. At 50% she'll let you drive her police car, and at 100% she gives you a cop outfit.

Q: I'm at the location to meet a new girlfriend, but she's not there. What do I do?

Q: I'm at my girlfriend's house at the correct time and she isn't here. What happened?

Q: I killed my girlfriend (or was dumped by my girlfriend). How do I get her back?

Q: Is it possible to have multiple girlfriends?

millie perkins

Where to meet her: Like Denise, you'll automatically win Millie's hand as your girlfriend during a mission, the "Key to Her Heart" segment of the Casino Heist mission string in Las Venturas.

Body type needed: Millie isn't picky about her men, so you're in with her as long as you complete the mission.

Home location: Millie has a little house in the northern section of Las Venturas.

Nearby gifts: Just northwest of Millie's house you can find flowers outside a house. There are also flowers a bit further west outside of the country club.

Date time(s): 12:00-22:00

Type of dates she likes: On food dates, Millie likes a nice restaurant. For driving dates, take her pretty much anywhere in Las Venturas at average speeds. In addition to the normal range of dates available, if you show up at Millie's house in the gimp suit you got for the mission, she'll take you inside right away and you'll have a very successful date.

Coffee invite: You'll get the invite inside for coffee at around 40% (unless you show up in the gimp suit, in which case you can start having coffee with Millie immediately).

Rewards: At about 35%, Millie will let you go into her house and take the key card you need for the next Casino Heist mission. (Note that you can also gun Millie down when she comes out for a date, then go inside and steal the key, but you'll lose her as a girlfriend). At 50% you get to drive Millie's pink car. There's no 100% outfit from Millie, since you already have the gimp suit from completing her mission.

New Cheat Code

The flow of *San Andreas* cheat codes has slowed down to a trickle, but there are still some secrets to be found. Enter the following code to spawn a Tanker truck:

PlayStation 2—R1, Up, Left, Right, R2, Up, Right, Right, L2, L1, L1

Xbox—Right Trigger, Up, Left, Right, Black, Up, Right, X, Right, White, Left Trigger, Left Trigger



That wraps up another edition of *The San Andreas Chronicle*. Next month we'll show you how to master the boating school and take a look at more of your letters.



by Mark Johnson

Vol.
9

With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating Xbox Live support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

NEW MAPS: RELIC & BACKWASH



And the hits just keep on coming...*Halo 2* developer Bungie has seen fit to grace your Xbox hard drive with five new maps in addition to the four recently released via Xbox Live. Available as a pay-to-play download or in the store-bought *Halo 2 Multiplayer Map Pack* disc, Relic, Backwash, Elongation, Terminal and Gemini add to the current pantheon of *Halo 2* maps and bring some new features and looks to the table. In the coming months we'll be giving you some helpful tips for each of the new maps to get you started on your way to the top of the leaderboards. And for those of you who don't want to shell out the cash, all of the new maps may be available as a free download by the time you read this.

Relic

Recommended Number of Players:
8-16 (this map can be played with a chaotic 16 players, but the best battles always happen when it's 4-on-4)

Recommended Game Variants:
1 Flag CTF, Single Bomb Assault, Team Slayer



VEHICLES:
M12 Warthog LRV (Blue Base),
Ghostr (Red Base)
Territories: Blue Base Albatross Beach,
Red Base Forerunner Structure

Map Legend

A massive Forerunner structure cuts down the middle of this tiny island like a scythe. This brooding tower is home to the flag, and promises a hard fight against the defenders within to claim its reward. Relic is a wide-open map, with minimum cover for players as they move toward the ruin. Unlike most *Halo 2* maps, Relic actually changes based on the game type selected. Easy-to-use ramps run up the sides of the tower in all modes except CTF and Assault.



There are a number of rocks and low walls that players can use to jump into the base. This is especially helpful during Capture the Flag matches where you don't have the ramps to run up the side of the tower. They can be tricky to hit, but with a little practice, you'll soon be jumping like a pro.



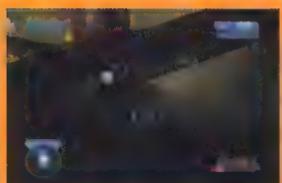
When the tower lights up, you know the teleporter has been activated. This gives both teams a quick route into the enemy base, which is especially important when the defenders become the attackers and try to get their flag back. You can use the teleporter (in the back of the tower) to make some intense last-minute saves.



This is the Sniper Rifle. As the attacking team, it is your best friend. Have your best sniper grab this as soon as you spawn in, then let them work over the defending team as you rush the base. The sniper should also keep the enemy out of the watchtower on the eastern side of the map.

Backwash

Creepy and humid, Backwash looks like no other *Halo 2* multiplayer map before it. Located on Delta Halo, but riffing on a level from the first *Halo*, you won't find any downed X-wings here. What you will find is the Sentinel Beam, which is a first for *Halo 2*. This weapon isn't found in any other map on the default settings, and looks particularly cool as it rips through the fog. In another first for *Halo 2*, you don't start with any grenades when you spawn. It's a very intense map; you will often feel like you're being hunted as you try to stalk through the roots and trees of Backwash. Just follow the muzzle flashes and the soft trails of Plasma in the distance to find the fight.



Backwash is full of little nooks and crannies. Explore the various roots and trees to find them; they make great places to set up an ambush. Grab a Shotgun and enjoy the fireflies swirling about as you hunker down and watch the radar for your next unsuspecting victim.



The central Forerunner structure has four platforms jutting out from its upper level in a symmetrical fashion. Most of them can be reached by jumping, and it's a great way to move quickly from one side of the map to the other. Jump in and unexpectedly change direction to lose any pursuers, or make an escape with the Skull. Be quick about it, though, as it's small enough in there for a well-placed grenade to end your flight.



There's nothing like the feeling of materializing out of the fog with the sword and cutting down your surprised opponent. Make sure that you keep this pink stick of death hidden as you run about the map. Even if your enemies can't see you, they can see your glowing sword waving in the fog, and they'll be sure to make you their first target.



Sgt. Johnson's Foxhole

Here In The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-behind-the-ears private needs to be the best. Kit up and move out, soldier — it's training time!

Have you ever wondered which weapon gives you the fastest beat-down? How come that guy with the SMG always shoots before you on the reload? Over the next few months, I'll break down the details of the death-dealing tools of *Halo 2*, right here in Sgt. Johnson's Foxhole. A different gun will be featured each month, with everything from the basics like clip size to that hard-to-figure melee speed. We're going to kick things off with the best all-around gun in the game, the Battle Rifle!

BATTLE RIFLE



Shots Required

Head Shots: 4

Body Shots: 7

Head Shots with Overshield: 11

Body Shots with Overshield: 14

This is based on the number of times the trigger is actually pulled, not the number of bullets, since the Battle Rifle fires three rounds per shot. Also, it assumes that your opponent is at full shields when you engage.

Strengths

Allows you to keep your opponent at range. Highly accurate and hits hard. Can still throw grenades!

Weaknesses

Not so great at point-blank range when you're up against a duel-wielder. Can run dry if you aren't paying attention, so keep up on your ammo!

Specs

Ammo Type: Ballistic

Clip Size: 36

Firing Mode: Burst

Reload Speed: 1.8 Seconds

Melee Speed: 0.8 Seconds

Melee Hits with Shields: 3

Melee Hits without Shields: 1

Scope: 2x

Range: Medium

Accuracy: High (especially when scoped)

The Battle Rifle is an excellent weapon in almost all situations, except extremely close-range encounters. Even when you're in close, though, you always have the option to use a melee attack. If you have an opportunity to pick this weapon up, do it! Soften up your target as a teammate lobs in a grenade or two. Circle the edges of a firefight and pick off weakened opponents. When paired up with a close-range weapon like the Shotgun, you'll be equipped for almost any combat situation. Possibly the most useful weapon in the game. Learn to become one with the Battle Rifle.

SELECT GAME PREVIEWS

The purpose of Select Game Previews is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS* Select Game Previews, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



DEAD OR ALIVE 4

Publisher: Tecmo

In Stores: November



Out of all the Xbox 360 titles shown at the 2005 Electronics Entertainment Expo (E3), *Dead or Alive 4* took center stage as one of the few games which exemplify the true power of Microsoft's new console. DOA creator Tomonobu Itagaki and his development staff, Team Ninja, have been staunch supporters of the Xbox, so it's no wonder that Microsoft gave them a head start on their first Xbox 360 game. *Dead or Alive 4* is a feast for the eyes, with high-definition graphics and breathtaking environments that look more like postcards than brawling arenas. The game features even more massive, multi-tiered levels with all kinds of destructible objects that enhance the drama of the fight. Old favorites like Kasumi, Tina, Zack, Ryu Hayabusa and other DOA all-stars are present, along with Christie and Brad Wong from *DOA3* and three new characters: Kokoro, a raven-haired fighter in a kimono; Eliot, a blond youth; and the Mystery Wrestler, a female masked wrestler rumored to be a returning character in disguise. One of the

b i g g e s t
draws for
DOA4 will
be its array
of online
features.
Itagaki calls
it a "Virtual
Arcade"
where play-
ers gather in an interactive lobby, form clans, track the scoreboard, run tournaments, view matches in "watch" mode, voice chat, text chat and more. Hardcore *DOA* players will need to go back to school, as *Dead or Alive 4*'s fighting system promises to be the most complex yet, with an emphasis on defense and an intricate counteracting system. Although the game is scheduled to be released sometime in the Xbox 360's launch window, Itagaki is notorious for holding his projects until the game is just right.



DEAD OR ALIVE 4



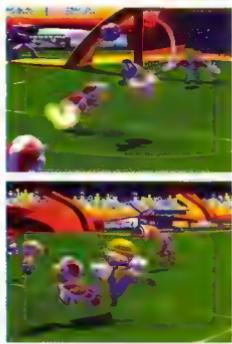
SUPER MARIO STRIKERS



Publisher: Nintendo

In Stores: November

PICK! Mario adds another sport to his intramural activities: soccer! *Super Mario Strikers* is an action-packed, over-the-top soccer game featuring everyone's favorite Nintendo characters. Players



gain power-ups by tackling their opponents on the field. Like the *Mario Kart* power-up system, up to three power-ups can be stored at a time. In addition to keeping their eyes on the ball, players must also evade freezing shells, spiny shells, roving Chain Chomps and more. Naked streakers had better think twice before running out onto this field! The game is still early in development, but Nintendo aims to have five different play modes, including Grudge Match, Battle Mode, Super Battle Mode, Custom Battle and Spoils.



CAPCOM CLASSICS COLLECTION



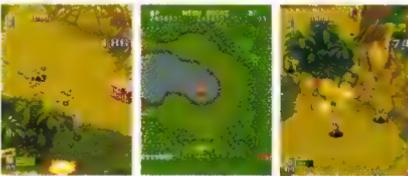
Publisher: Capcom

In Stores: November

Also on
XBOX360

Capcom Classics

Collection gathers 22 Capcom arcade games from the 1980s and early '90s. Included are classics such as *Super Ghouls 'N' Ghosts* and *Street Fighter II: Champion Edition* as well as some of Capcom's more obscure arcade releases such as *Pirate Ship Higemaru*, *Vulgus* and *Exed Exes*. Capcom did an excellent job of translating the arcade controls to the home systems—the analog sticks work perfectly for games like *Commando* and *Forgotten Worlds*. All of the games can be played in one- or two-player mode, and many of the games contain bonus features like original artwork, gameplay tips and remixed soundtracks.



GHOST IN THE SHELL: STAND ALONE COMPLEX



Publisher: Sony

In Stores: 3rd Quarter 2005



Anyone familiar with the *Ghost in the Shell: Stand Alone Complex* anime knows that the Tachikoma play a significant role as comic relief, especially in the post-show wrap-ups. The powerful yet



strangely childlike Tachikoma also play a significant role in this game; if you train them early and treat them well with custom parts and accessories, it will pay off for you in battle. You get to choose between main characters Motoko, Batou, Togusa and Saito as you compete against a new cyberterrorist threat. The wireless battle mode supports four players, and you can also trade Tachikoma parts, weapons and AI data using the wireless feature.



GUN



Publisher: Activision

In Stores: November

Also on
XBOX360

In a departure from its famous *Tony Hawk* game series, developer Neversoft has announced its latest project, simply titled

GUN. Set in the old west, it has elements of two dif-



ferent gaming styles—much of the time is spent running around in third-person mode, but when the action gets heavy, you can switch to first-person mode for more accurate aiming. Slow-motion combat plays a big part in *GUN*; we saw the main character toss a stick of dynamite toward a group of enemies, activate slow-motion mode, then shoot the dynamite to detonate it in midair. When not hunting bad guys down, you can participate in various mini-games such as hunting and killing buffalo.





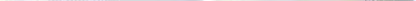
BLAZING ANGELS: SQUADRONS OF WWII

Publisher: Ubisoft

In Stores: November



Ubisoft is taking some of the most important battles of World War II from the trenches to the skies with *Blazing Angels: Squadrons of WWII*. Players will climb into the cockpit of up to 40 planes and command three computer-controlled wingmen, each with special abilities that will determine whether the Allies have success in the skies or crash and burn. The airborne action will take pilots from Pearl Harbor to Germany, and other important theatres of operation from World War II. And if dogfighting with artificial enemies isn't enough, you can take the action online and go to war with up to 16 other sky jockeys when the game comes to the Xbox this fall.



ULTIMATE ARCADE GAMES



Publisher: Telegames

In Stores: September



Telegames continues its popular string of value-packed GBA titles with this collection of 12 different action games in a single cartridge, all inspired by coin-op classics. Developed in Australia by Nocturnal Entertainment, *Ultimate Arcade Games* includes space shooters (*Asteroid Mine*, *Galaxy Hero*, *Merchant Galactic*), maze games (*ChipBot*, *GridLock*), platform-jumping adventures (*Treasure Hunter*, *Milk Run*) and much more. You can also unlock additional games or challenges by earning coins from playing the available titles. Telegames claims that the games are much more than "clones" of popular arcade classics, instead describing them as "expanded and improved versions that consolidate the best gameplay elements from a variety of successful themes."



Time-tested gameplay mechanics, lots of variety...sounds like our kind of game!



METROID PRIME: PINBALL

Publisher: Nintendo

In Stores: November



METROID PRIME: PINBALL

If Mario can roll up into a ball for *Mario Pinball Land*, then Samus Aran's Morph Ball can't be far behind—especially after her cameo appearance in *Galactic Pinball* for the Virtual Boy.

Metroid Prime Pinball uses both screens of the Nintendo DS like a double-tiered pinball machine. You can use the touch screen to nudge the pinball table. The game stays true to the sci-fi world of *Metroid*, right down to the intense boss battles. As a Morph Ball, you can set bombs and jump all over the table, unlike a regular pinball. Several extra modes are included, like Clone Machine Multiball and the Wall-Jump Challenge. Developed by Fuse Games Limited, the same team behind *Mario Pinball Land*.



POKÉMON XD: GALE OF DARKNESS

Publisher: Nintendo

In Stores: October



Pikachu no longer whips Charlotte with his serrated tail to make her finish her monthly *Pokémon* column on time (we discontinued *Pokémon Report* after issue #80), but the specter of his imposing visage and cruel taunts—"Pika! Pika!"—and the trace residue of his little yellow claws still remain embedded in our offices. *Pokémon XD: Gale of Darkness* is just like *Pokémon Colosseum*, except with a new protagonist, some new characters and a mystery revolving around a Shadow Lugia. You still have a companion Evee, and as before, you must snag psychologically-scared Pokémons from evil trainers and rehabilitate them until they can be purified. And they say *Pokémon* isn't a cult....



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NINJA GAIDEN BLACK

Publisher: Tecmo

In Stores: September



Ninja Gaiden: Black features new difficulty options, new modes of play and content from both of the downloadable "Hurricane Packs." Several new missions have been added to both Story and the all-new Mission Mode, including time challenges, boss battles and enemy battles. In addition to new enemies and bosses returning from the Hurricane Packs, gamers will be treated to a glimpse at the secrets of the *Ninja Gaiden* universe via new cinematic cutscenes. Some bonus content is included, including an unlockable version of the *Ninja Gaiden* arcade game, which has never been available on home consoles until now. Players can also upload their Karma scores to the leaderboards to find out who is the baddest ninja around.



RADIATA STORIES

Publisher: Square Enix

In Stores: September



Radiata Stories is the latest creation by developer tri-Ace, which most recently worked on the critically acclaimed *Valkyrie Profile* and *Star Ocean: Till the End of Time*. Although similar in visual style to both previous works, the tone of *Radiata Stories* is more tongue-in-cheek, with protagonist Jack and his cadre of more than 150 recruitable friends often engaging in ludicrous conversation. Underscoring this light-hearted banter is a serious war raging between humans and fairy tale creatures. Battles are fought in real time, with the player controlling Jack and the computer controlling the other two characters. Linking up with other players lets you perform a combination attack, with special attacks showcased in breakout animations.



EVIL DEAD: REGENERATION

Publisher: THQ

In Stores: 3rd Quarter 2005

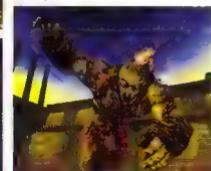
Also on

XBOX With typical bad luck, Ash is accused of murder and imprisoned in an asylum for the criminally insane, where his psychiatrist, Dr. Vingo, is hell-bent on unleashing the forces of evil using the Necronomicon (a.k.a. The Book of the Dead). To make matters worse, his only companion is a three-foot tall Deadite whose rotting corpse can be used as a torch or a bowling ball, all in the name of revenge.



EVIL DEAD REGENERATION

With this living dead Swiss Army knife at his heels, Ash must use his special talents with a chainsaw, shotgun, harpoon gun and flamethrower to destroy a new breed of Deadites, monsters and failed experiments. He'll just have to get out of his straitjacket first.



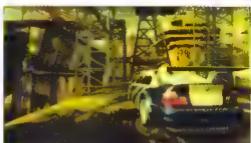
NEED FOR SPEED: MOST WANTED

Publisher: EA

In Stores: 4th Quarter 2005

Also on
PSP
GAMECUBE
XBOX-360

Most Wanted combines the street racing culture of the *Underground* series with the high-intensity cop



chase sequences of the *Hot Pursuit* games. Players must build up their street cred as well as their Rap Sheet to get to the top of the "Blacklist," an elite group of street racers. The Rap Sheet keeps track of your record-breaking times and completed challenges, plus all the police vehicles and tactics that you managed to evade. The wide-open world features shortcuts, destructible environments and plenty of traffic to use to your advantage. Certain visual upgrades will actually help you lose the cops—pimpin' your ride isn't all about just looking good!



ROMANCING SAGA: MINSTREL SONG

Publisher: Square Enix

In Stores: 4th Quarter 2005



One of the hallmarks of the *SaGa* series is its non-linear gameplay. In *Romancing SaGa: Minstrel Song*, there are eight different protagonists, each with their own individual stories. The mysterious Minstrel plays a central role, using his talents to guide and shelter the other characters. An evil god named Saruin is stirring, thanks to the degeneration of barriers that once constrained him. The tale is actually a remake of an old RPG that was released on the Super Famicom (a.k.a. Super NES) in Japan more than a decade ago. Improvements to the graphics and the use of the *SaGa* series' patented "sketch motion" give the game a truly unique (and occasionally creepy) look.



SAINT'S ROW

Publisher: THQ

In Stores: November



In *Saint's Row*, you're a member of the 3rd Street Saints gang. Your primary goal: Take over the city of Southern Cross. The game's top-notch physics engine and damage modeling allow characters to interact realistically with objects, impacts and other characters while pieces of vehicles distort and crumple just as real vehicles do when damage occurs. The gameplay is extremely open-ended. For example, if you want

some clothes from the shop, you can either buy them, break in at night and steal them or even just pop into the store and rob the cashier to get what you want. *Saint's Row* will also have online gameplay with unique challenges and rewards.



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TECMO CLASSIC ARCADE

Publisher: Tecmo

In Stores: 3rd Quarter 2005



This summer, Tecmo is releasing a compilation of some of its greatest arcade titles ever with *Tecmo Classic Arcade*. There are over 10 old-school Tecmo coin-op games to choose from, some of which have not previously been released on any home system. Titles include *Solomon's Key*, *Rygar*, *Bomb Jack* and for the first time ever, the original widescreen *Tecmo Bowl* arcade game! Included in *Tecmo Classic Arcade* is a Tecmo Gallery, which will feature several pieces of each game's history such as the original game manuals and the arcade posters. Sorry, PS2 and Game-Cube owners—this is an Xbox-exclusive title.



FATAL FRAME 3: THE TORMENTED

Publisher: Tecmo

In Stores: 4th Quarter 2005



Survival horror is alive and well, thank you very much, compliments of *Fatal Frame 3: The Tormented*. The third title in the series introduces Rei Kurosawa, a young woman tormented by disturbing nightmares—or are they real life? Armed with nothing but a camera, Rei will confront horrifying spirits that may be the key to unlocking the secrets of a mysterious tattoo. Three playable characters, each with unique abilities, will alternate between the nightmare and the real world as they explore the "House of Sleep." Only there will they discover the meaning behind the tattoo and allow her to stop fearing her own dreams.

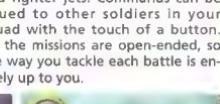
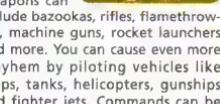


BATTALION WARS

Publisher: Nintendo

In Stores: September

Formerly known as *Advance Wars: Under Fire*, *Battalion Wars* is based on the popular *Advance Wars* series, but delivers a new style of gameplay, combining the familiar real-time strategy elements with third-person action. You can command an entire platoon from atop an armored tank or fight as a lone soldier on foot. Your weapons can include bazookas, rifles, flamethrowers, machine guns, rocket launchers and more. You can cause even more mayhem by piloting vehicles like jeeps, tanks, helicopters, gunships and fighter jets. Commands can be issued to other soldiers in your squad with the touch of a button. All the missions are open-ended, so the way you tackle each battle is entirely up to you.

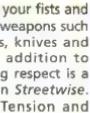


FINAL FIGHT: STREETWISE

Publisher: Capcom

In Stores: November

Also on **PS2** Final Fight: Streetwise breathes new life into the series by bringing the franchise into the realm of 3-D and introducing new characters. Combat in Streetwise is similar to the old side-scroller—beat



up baddies with your fists and use a variety of weapons such as two-by-fours, knives and steel pipes. In addition to fighting, earning respect is a main element in Streetwise. By increasing Tension and earning cash along the way, players will earn respect, which will determine their interaction level with the various characters and enemies in the game. Expect to see familiar faces from the *Final Fight* universe to help you out along the way.

BURNOUT LEGENDS

Publisher: EA

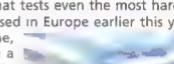
In Stores: October



SUZUKI TT SUPERBIKES

Publisher: Valcon **Available Now**

Valcon Games, a new publisher in the U.S., delivers its first game, *Suzuki TT Superbikes*. The Isle of Man TT circuit is a grueling real road racing event that tests even the most hardened biker. *TT Superbikes* was released in Europe earlier this year as a heavy sim-style racing game, but the U.S. version will have a little more of an arcade feel. In addition to Suzuki, the game also features bikes by Honda, Kawasaki, Yamaha, Aprilia and Triumph. Also included are plenty of licensed accessories and upgrades for your bike and rider. The game is designed for all skill levels; in Novice mode, the game will automatically brake for you as you round the corners. For a budget price of \$14.99, you can't go wrong.





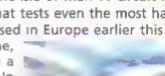


SUZUKI TT SUPERBIKES

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BLACK & WHITE CREATURES

Publisher: Miesco

In Stores: November



SNIPER ELITE

Publisher Name

In Stores: September



DAXTER

Publisher: Sony

In Stores: 2nd Quarter 2006



Jak and discovering his own inner hero. Dexter has some unique abilities, such as climbing walls, sneaking and wedging into small spaces. He also has a job as a bug exterminator, complete with spray gun and swatter. When Dexter falls asleep, you can enter his dreams and play bonus levels, where you'll see his fantasies in all their egocentric glory.

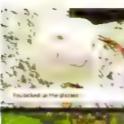
Daxter is one of the first games to offer PSP-to-PS2 interoperability. Using the USB connection, connect Daxter to the PS2 to unlock secret features in Daxter, or to unlock drivers, vehicles and graphics in *Jak X: Combat Racing*. Daxter is a platform game set in the two years between *Jak* and *Daxter* and *Jak II*, when the title character spent his time searching for

**DS TRACE MEMORY**

DS

Publisher: Nintendo

In Stores: September

**TRACE MEMORY**

A reflective game similar to *Myst*, *Trace Memory* is about unraveling a mystery. Main character Ashley ends up on Blood Edward Island, where her parents abruptly disappeared ten years ago, while covertly conducting memory research for the government. Ashley meets a ghost named D who has lost all his memories, and is also in search of answers in hopes of escaping the limbo he's trapped in. Puzzles test the player's savvy, and the game clues makes creative use of the DS system's unique features, incorporating elements like the touch screen and microphone for a truly interactive adventure.

**TY THE TASMANIAN TIGER: NIGHT OF QUINKAN**

Publisher: Activision

In Stores: September

Also on
PSP
XBOX

After saving Dreamtime from the evil Quinkan, Ty the Tasmanian Tiger inadvertently redirected the malevolent forces of darkness straight toward Earth. He'll have to reassemble the Bush Rescue and use his collection of customizable boomerangs and new vehicles (for land and air) to ride out another assault. Time is of the essence, since the Quinkan are about to unleash the Quinkin, and only a magical boomerang can defeat this nemesis. Just like in the previous two titles, the inhabitants of this world are patterned after the indigenous creatures of the Australian Outback, so they're guaranteed to be extremely weird.

**ED, EDD, N EDDY: THE MIS-EDVENTURES**

Publisher: Midway

In Stores: October

Also on
PSP
XBOX

Ed, Edd, n Eddy: The Mis-Edventures is all about teamwork, and controlling all three Eds at once is the meat of the gameplay. You can switch out the lead Ed on the fly, and gameplay will change according to that Ed's particular skill. Combining forces also helps the Eds assemble into wacky formations, like the Trampo-Ed, Tower-of-Eddy and the Batter-Ed. In addition to more conventional gameplay, you'll also have to run various scams to access restricted parts of the game. Sell snowcones, collect jawbreakers and entertain other characters from the television cartoon, such as Sarah, Jimmy, Plank, Nazz and the Kanker Sisters.





Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

SEPTEMBER 2005

- 187: Ride or Die (Ubisoft) PS2 - XB
- Backyard Football 2006 (Atari) PS2 - GBA
- Battalion Wars (Nintendo) GC
- Burnout Legends (EA) PSP
- Burnout Revenge (EA) PS2 - XB
- Cabela's Outdoor Adventures 06 (Activision) PS2 - XB - GC
- Call of Cthulhu (2K Games) PS2 - XB
- Capcom Classics Collection (Capcom) PS2 - XB
- Cold War (Dreamcatcher) XB
- Commandos Strike Force (Eidos) PS2 - XB
- Crash and Spyro Vol. 1 (Vivendi Universal) GBA
- Crash Tag Team Racing (Vivendi Universal) PS2 - XB - GC - DS
- Dance Dance Revolution Extreme 2 (Konami) PS2
- Danny Phantom: The Ultimate Enemy (THQ) GBA
- Dice (Bandai) PS2
- Disney's Cinderella (Buena Vista) GBA
- DK: King of Swing (Nintendo) GBA
- Evil Dead: Regeneration (THQ) PS2 - XB
- EyeToy: Kinetic (Sony) PSP
- FarCry: Instincts (Ubisoft) XB
- Frantix (Sony Online Ent.) PSP
- Frogger: Ancient Shadow (Konami) PS2 - XB - GC
- Frogger: Helmet Chaos (Konami) DS - PSP
- Front Mission: Online (Square Enix) PS2
- Ghost in the Shell: Stand Alone Complex (Bandai) PSP
- Golden Nugget Casino (Majesco) DS
- GripShift (Sony Online Ent.) PSP
- Gundam Seed: Never Ending Tomorrow (Bandai) PS2
- Indigo Prophecy (Atari) PS2 - XB
- Kingdom Under Fire 2 (Microsoft) XB
- LEGO Bionicle: Maze of Shadows (THQ) GBA
- Lost in Blue (Konami) DS
- Lunar Dragon Song (Ubisoft) DS
- Marc Ecko's Getting Up (Atari) PS2 - XB
- Medieval Resurrection (Sony) PSP
- Midway Arcade Treasures 3 (Midway) PS2 - XB - GC
- Mortal Kombat: Shaolin Monks (Midway) PS2 - XB
- Namco Museum: Battle Collection (Namco) PSP
- NHL 2006 (EA Sports) PS2 - XB - GC
- NHL 2K6 (2K Games) PS2 - XB
- Ninja Gaiden Black (Tecmo) XB
- One Piece Grand Battle (Bandai) PS2 - GC - GBA
- Power Rangers: Space Force Delta (THQ) GBA
- Radiata Stories (Square Enix) PS2
- Rayman 10th Anniversary Collection (Ubisoft) GBA
- Renegade Paintball (2K Games) XB
- River King: A Wonderful Journey (Natsume) PS2
- RPG Maker 3 (Agetec) PS2
- Scooby-Doo! Unmasked (THQ) PS2 - XB - GBA
- Scurge: Hive (Orbital Media) DS - GBA
- Shadow of the Colossus (Sony) PS2
- S.L.A.I. (Konami) PS2
- Sly 3: Honor Among Thieves (Sony) PS2
- Sniper Elite (Namco) XB - PS2 - PSP
- SOCOM 3: U.S. Navy SEALs (Sony) PS2
- Spartan Total Warrior (Sega) PS2 - XB - GC
- The Suffering : Ties That Bind (Midway) PS2 - XB
- Tak: The Great Juju Challenge (THQ) PS2 - XB - GC - DS - GBA
- Tecmo Classic Arcade (Tecmo) XB
- Tiger Woods PGA Tour 2006 (EA Sports) PS2 - XB - GC
- Tom Clancy's Rainbow Six: Lockdown (Ubisoft) PS2 - XB
- Top Spin (2K Games) PS2 - XB
- Total Overdose (Eidos) PS2 - XB
- Trace Memory (Nintendo) DS
- Ty The Tasmanian Tiger 3 (Activision) PS2 - XB - GC - GBA
- Ultimate Pocket Games (Telegames) DS
- Ultimate Spider-Man (Activision) PS2 - XB - GC - DS - GBA
- Urban Reign (Namco) PS2
- Wac A Mole (Activision) DS - GBA
- Witch (Buena Vista) GBA
- World Poker Tour 2K6 (2K Games) PS2 - XB - GBA - PSP
- X-Men Legends II: Rise of the Apocalypse (Activision) PS2 - XB - GC - PSP
- Zoo Tycoon (THQ) DS

OCTOBER 2005

- 25 to Life (Eidos) PS2 - XB
- Aeon Flux (Majesco) PS2 - XB
- Age of Empires (Majesco) DS
- America's Army: Rise of a Soldier (Ubisoft) PS2 - XB
- Armored Core: Formula Front (Agetec) PSP
- Backyard Skateboarding (Atari) GBA
- Blitz: The League (Midway) PS2 - XB
- Bounty Hounds (Namco) PSP
- A Boy and His Blob (Majesco) DS
- Brothers in Arms 2: Earned in Blood (Ubisoft) XB
- Bully (Rockstar) PS2 - XB
- Call of Duty 2: Big Red One (Activision) PS2 - XB - GC
- CastleVania: Dawn of Sorrow (Konami) DS
- The Con (Sony) PSP
- Conflict: Global Terror (2K Games) PS2 - XB
- Cowboy Bebop (Bandai) PS2
- Crime Life: Gang Wars (Konami) PS2 - XB
- Dance Dance Revolution: Mario Mix (Nintendo) GC
- Disney's Chicken Little (Buena Vista) PS2 - XB - GC - GBA
- Driv3r (Atari) GBA
- Dynasty Warriors 5 (Koei) XB
- Ed, Edd and Eddy (Midway) PS2 - XB - GC - GBA
- The Fairly OddParents: Clash with the Anti-World (THQ) GBA
- Fire Emblem: Path of Radiance (Nintendo) GC
- Ford vs. Chevy (2K Games) PS2
- The Godfather: The Game (EA) PS2 - XB - PSP
- Grand Theft Auto: Liberty City Stories (Rockstar) PSP
- Greg Hastings Tournament Paintball MAX'd (Activision) PS2 - XB - GC - PSP
- Gunstar Super Heroes (Sega) GBA
- Half-Life 2 (Vivendi Universal) XB
- Infected (Majesco) PSP
- Jaws (Majesco) PS2 - XB
- L.A. Rush (Midway) PS2 - XB
- Mario Tennis Advance (Nintendo) GBA
- Marvel Nemesis: Rise of the Imperfects (EA) PS2 - XB - GC - DS - PSP
- Metro: Prime - Hunters (Nintendo) DS
- Moonlight Fables (Majesco) DS
- Moto GP4 (Namco) PSP
- NBA 2K6 (2K Games) PS2 - XB
- NBA Live 2006 (EA Sports) PS2 - XB - GC - PSP
- Neopets: The Darkest Faerie (Sony) PS2
- The Nightmare Before Christmas: Oogie's Revenge (Buena Vista) PS2 - XB
- Payout Poker and Casino (Namco) PS2 - XB - PSP
- Pokémon XD: Gale of Darkness (Nintendo) GC
- Ratchet: Deadlocked (Sony) PS2
- Resonance (Xpec) XB
- Romancing Saga (Square Enix) PSP
- Samurai Shodown V (SNK) XB
- Serious Sam II (2K Games) XB
- Shattered Union (2K Games) XB
- Shining Force Neo (Sega) PS2
- Shogun Warrior: Real Time Conflict (Namco) DS
- Soul Calibur III (Namco) PS2
- Stargate SG-1: The Alliance (Namco) PS2 - XB
- Stubbs the Zombie in Rebel Without a Pulse (Aspyr) XB
- Teen Titans (Majesco) GBA
- TimeShift (Atari) XB
- Tony Hawk's American Wasteland (Activision) PS2 - XB - GC - DS - GBA
- Trapt (Tecmo) PS2
- Viewtiful Joe DS (Capcom) DS
- Viewtiful Joe: VFX Battle (Capcom) GC - PSP
- Virtua Tennis: World Tour (Sega) PSP
- The Warriors (Rockstar) PS2 - XB
- We Love Katamari (Namco) PSP
- West Coast Choppers (2K Games) PS2 - XB
- Wild Arms: Alter Code F (Agetec) PS2
- Winback 2: Project Poseidon (Koei) PS2 - XB
- Without Warning (Capcom) PS2 - XB
- World Championship Poker 2 Featuring Howard Lederer (Crave) PS2 - XB
- WWE Smackdown vs. RAW 2006 (THQ) PS2
- Ys: The Ark of Napishtim (Konami) PSP
- Zatch Bell (Bandai) PS2 - GC - GBA



READER MAIL

TIPS & TRICKS

8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

If you send us a letter,
Earl will deliver it to us.

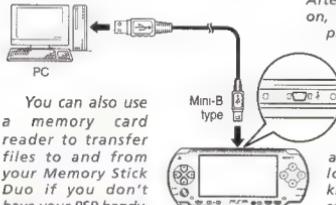


TECH SUPPORT

Do you need a memory stick reader on your computer to stream data from your computer to your PSP and vice versa, or can you just hook it to your computer via USB cable? If neither of them work, then what do I use? I ask this because I just got my PSP and I am interested in the video and music capabilities.

—Eric Nichols
Hershey, MI

What, you couldn't be bothered to read the 126-page instruction manual that came with your PSP? It's right there in black and white on page 96: "You can transfer files from a PC to a Memory Stick Duo™ inserted in the PSP™ system using a commercially available USB cable...a USB cable compatible with the Mini-B type connector is required to connect to the system."



You can also use a memory card reader to transfer files to and from your Memory Stick Duo if you don't have your PSP handy.

MOST EXPLOSIVE

Hello *Tips & Tricks*, the best and most explosive magazine ever. Well, here are a few questions:

1) Is *Star Wars: Battlefront II* going to be all "SOCOM" or is it going to be like the first one?

2) Could you give all of us *Dragon Ball Z* lovers some more info on *Dragon Ball Z: Budokai Tenkaichi*?

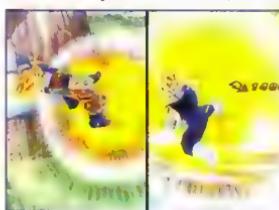
—Kevin Lavry
Thornton, CO

From what we've seen of *Star Wars: Battlefront II*, it plays almost identically to the original. The gameplay remains similar, but the battles are even more epic and massive than those in the previous game. For example, we saw a space battle that resembled the conflict above Endor in *Return of the Jedi*, complete with Super Star Destroyers and Mon Calamari battleships. In the hangar bay of a Star Destroyer, we witnessed a TIE fighter pilot hop into a TIE bomber, take off into space and drop some serious



bombs on a nearby Rebel cruiser. The TIE pilot then landed his bomber inside the Rebel ship's hangar bay, hopped out of his craft and proceeded to hijack an X-Wing, which he used to blast other Rebel ships nearby! Several playable Jedi have been added to the roster; we got to check out a level where you played as a Stormtrooper in the boarding party that led the raid on the ship *Tantive IV* at the beginning of *Star Wars: A New Hope*. After accomplishing several tasks early on, the player was given an option to play as Darth Vader and whoop up on some Rebs using the power of the Dark Side.

2) Since we first previewed *Dragon Ball Z: Budokai Tenkaichi* in our July issue, Atari hasn't revealed too much information about the game. So we decided to look into the Japanese version, known as *Dragon Ball Z: Sparkling!*, scheduled to be released in Japan in mid-October. So far, only a handful of the game's 60+ characters have been revealed: Goku, Gohan, Piccolo, Freiza, Cell, Vegeta, Vegito, Baby Vegeta, Majin Buu, the Ginyu Force, Zarion, Bojack, Janemba, Super Android 17, Chiaotzu and Dodoria. *Budokai Tenkaichi* has huge free-roaming environments, setting the stage for epic one-on-one battles that span across land, sea and air. Since the arenas are so massive, the game will show each character in split-screen mode whenever they are far away from each other, then switch to a normal view when they come close together. Practically everything in the environment can be destroyed; thus, a fierce, intense



battle can leave the entire area decimated. The game is scheduled for a U.S. release sometime in November, and it's looking great.

BRINGING IT OUT

Since you are a magazine distributed throughout the country, I would like to say that I live in Alaska. We DO NOT live in igloos. We live in normal houses like normal people.

Now that I brought that out, I have a few questions:

- 1) Do you at *Tips & Tricks* ever fight over if Nintendo is better than Sony, and vice versa?
- 2) About how many different games are there worldwide?
- 3) When is *The Legend of Zelda: Twilight Princess* coming out?
- 4) What one word describes your magazine?

Thanks for reading my letter. By the way, your magazine isn't cool, it's AWESOME!

—Russell Steele
Kenai, AK

1) No way; we never recovered from the great "NES vs. Master System" melee.

2) It's impossible to count, but we're guessing that the total number of video games released worldwide could be as high as 40,000...maybe even 50,000.

3) It's supposed to ship in November.
4) "Callipygian."

TOKEN OF THE MONTH



Front



Back

Timothy Weise of Anchorage, Alaska, was visiting relatives in Spokane, Washington when he obtained this token from Wonderland Golf & Games in Spokane. Thanks, Timothy!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

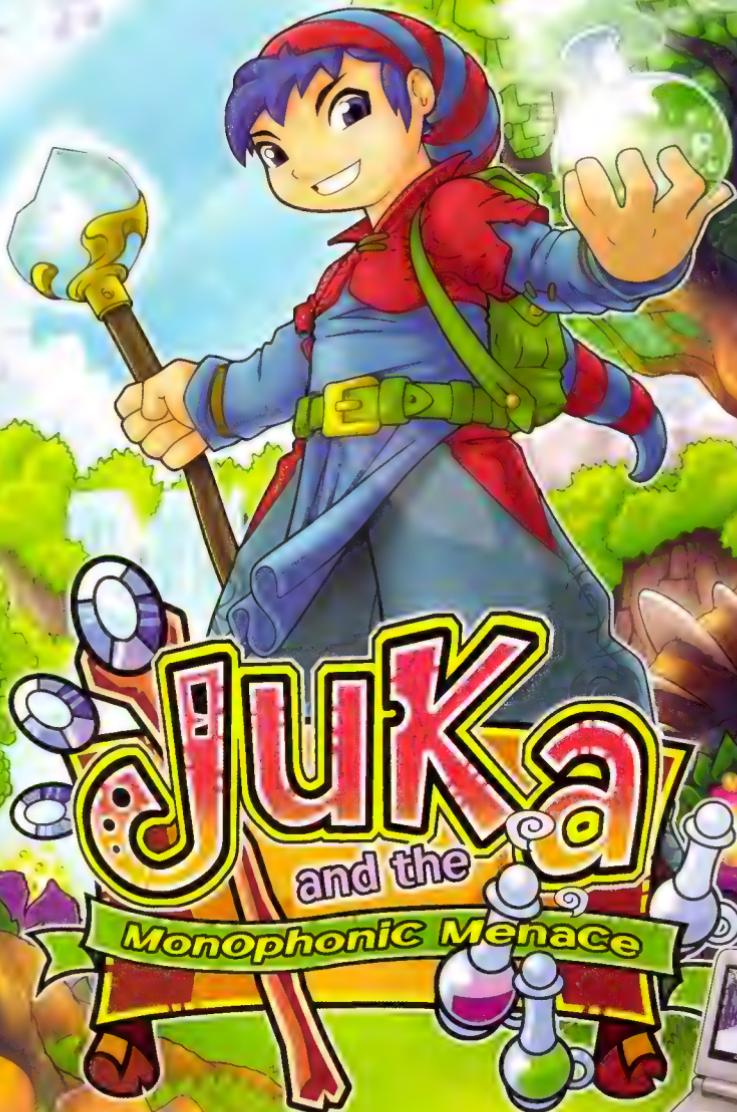


www.orbitalmedia.com/juka

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GAME BOY ADVANCE SP



Gaming Gear

hardware
peripherals
accessories



Available in September, the second wave of Philips' Game Elements Freak Series controllers includes two PS2 models: the Samurai and the Ninja. These DualShock-compatible units will retail for \$24.99. The eye-catching Xbox-exclusive Dragon controller offers all the features of the standard S-type Xbox controller, and will also be available in September for \$29.99.



Hip Gear's PSP Stereo Station+ is an all-in-one adjustable docking station, battery charger and stereo amplifier with built-in speakers. The neodymium speakers in the base produce full stereo sound, with clearly audible highs and bass, and the buttons mounted on the front of the unit provide easy access to shuffling movie scenes and music. While plugged in (the unit runs off of the standard PSP AC adapter), the Stereo Station+ also charges your PSP's internal battery, and it even has an additional compartment to charge a spare battery if you have one.

The unit also folds flat and stores easily when not in use. Pick one up for \$59.99 at your local Best Buy, Target or GameStop.



Nyko's PSP Charger Case is an excellent addition for anyone who travels with their PSP. Drawing power from a built-in battery inside the case, the Charger Case extends the battery life of your PSP by five hours. When plugged into the Case, the PSP drains the Case battery first; when charging, the Case charges the PSP first and the Case battery second. Made of anodized aluminum and lined with form-fitting neoprene, the case is extremely sturdy and keeps your PSP from taking damage while bouncing around in your bag or backpack.

MSRP: \$69.99.



If you have multiple systems connected to one TV, you know it's a pain to constantly hook up and unhook A/V cables. Philips solves this problem with the Illuma Connex Cable Series for multiple consoles. With one set of left and right audio outputs, one composite video output and one s-video output, the Illuma Connex Cable can be hooked up to your Xbox, PlayStation/PS2 and GameCube/Nintendo 64/Super NES all at once without ever having to switch out your cables. The system input illuminates with a soft blue glow, displaying which system is active at any given time. Available now for \$14.99.



Logitech's Playgear Pocket is form-fitted to hold your PSP and allows you to play games or charge the unit while it's still in the shell. In addition to protecting the PSP screen and acting as a sun visor, the front lid opens and folds back so you can use it as a stand if you want to watch movies or listen to music. The inside of the case is rubberized, which keeps your PSP stable even on bumpy road trips or flights. The Playgear Pocket retails for \$19.99 and is available in stores now.



Constructed out of polycarbonate plastic and extremely lightweight (1.7 ounces), Logitech's PlayGear Mod headphones are perfect for your PSP. The sound quality is top notch, with loud, rumbling bass and clear highs. The PlayGear Mod includes removable comfort rings that hold the headphones in place behind your ears, and the sleek black band stretches to accommodate different sizes. An extra pair of comfort rings and mesh covers for the speakers are included.

Just in time for football season, the NFL Control Pad Pro by Mad Catz is the ultimate controller for any NFL fan. It's officially licensed by the NFL and each controller is decked out with the helmet logo, a miniature helmet and the colors of your favorite team. The NFL Control Pad Pro features dual vibration motors, twin precision analog sticks, analog buttons and comfortable rubberized gel grips. Also available for Xbox, the NFL Control Pad Pro is now in stores and retails for \$29.99.





Specifically designed for the smaller model PS2, JOYTECH's high-resolution Digital LCD Monitor is one of the best monitors we've seen yet. The 8" monitor has a 160° viewing radius, allowing you to view your games and DVDs from practically any angle. The bright on-screen display menu allows you to adjust the monitor's settings to accommodate different types of media. The unit even comes with a remote control, allowing you to make adjustments from a distance. When you're not using the built-in SRS 3D Surround Sound capable speakers, two stereo headphone outputs allow two people to simultaneously listen without disturbing others. Look for the 8" LCD Monitor in stores now with an MSRP



Utilizing Bluetooth wireless technology for maximum signal strength, the XB-Comm Wireless Controller from Hip Gear features dual vibration motors, rubberized analog sticks/handgrips and turbo functions for your Xbox. The headset, which plugs directly into the bottom of the controller (thus freeing up your memory card slots), is adjustable for either your right or left ear and the microphone can be turned on or off with the press of a button. The XB-Comm boasts up to 50 hours of play time without having to change the batteries. Coming in December for \$59.99.



To coincide with the simultaneous movie and console game release, Mad Catz releases the Fantastic Four controller series this summer. Several different controllers round out the lineup: Mr. Fantastic, the Invisible Woman, the Thing, the Human Torch and the infamous Dr. Doom, and each controller has its own specific graphics and color scheme. Similar in design and functionality to the Batman Begins controller, the Fantastic Four controllers are officially licensed by Marvel and 20th Century Fox and are available now for \$19.99 for both PS2 and Xbox.



Following the theatrical release of the movie, Mad Catz has released its official Batman Begins controller line for PS2 and Xbox. Each of the five controllers depicts a different graphic of Batman and different scenery. All of the

standard PS2 and Xbox controller features are included, such as dual vibrating motors, dual analog sticks and analog buttons. Look for the Mad Catz Batman Begins controllers in stores now for \$19.99.

NubyTech's Resident Evil 4 Chainsaw Controller for the GameCube was one of the coolest controllers we've ever seen...and with the PS2 version of RE4 launching this fall, NubyTech has redesigned the controller and given it a facelift with more blood splatters to make it even more realistic and creepy. The chainsaw handle houses the analog control pad and buttons. The ripcord is also functional and acts as the START button; pull the cord to listen to the chainsaw "buzz" and start the game. A unique Resident Evil bookcase-style display stand is also included to keep your controller in pristine gory condition when you're done playing. Pick one up in October for \$59.99.



ONLINE GAMER

by Pat Reynolds

Get Connected to the World of Online Console Gaming

Vol.
13

Conker LIVE & RELOADED™

MULTIPLAYER STRATEGY



The Xbox Live portion of *Conker: Live & Reloaded* is a team-based, class-based, mission-oriented series of maps that continues the fierce battle between the evil Tediz and the Squirrel High Command. Each of the six different playable classes offers unique abilities and weapons to the team, and knowing how to play your role alongside your brothers-in-arms is the most important key to success here. Every class comes equipped with a unique main weapon, a selection of secondary weapons (generally grenades) and some special use utilities. Be on the lookout for the yellow Upgrade pickups. Grab one, and you'll instantly gain new weapons, abilities or utilities. Master all of the abilities of each class and you'll be a powerful force in multiplayer online matches. This guide will show you the pros and cons of each class and give you the tactics you need to survive the battle!

GRUNT

Main Weapon
Secondary Weapons
Upgrade Weapons
Special Ability
Upgrade Special Ability
Utilities
Mobile Unit

Sturm21
Frag Grenade, Stun Grenade
Hogster, Magnova Grenade
Self-Heal
N/A
Medgun, Spray Can
Toad MkII, R-Hog (Upgrade)

The Grunt is the basic frontline battle class. As a grunt, your job is to provide cover for your teammates, take the brunt of the enemy attack and hold the line if opposing forces break into your base. The Sturm21 machine pistol is highly versatile. You can tap L to switch between burst and full auto-fire modes, or to select anti-vehicle rounds. You'll also start the round equipped with both frag and stun grenades, and can grab upgrades to equip the powerful Hogster grenade launcher. This mighty weapon can be set to fire time-delayed grenades, explode on contact or remotely detonate. Grunts can also drive and man the rear-mounted machine gun of the Toad MkII combat vehicle, a versatile all-terrain truck that's fast enough to deliver you and a buddy quickly to the front lines of the battle, or deep behind enemy lines for a sabotage attack. In the heat of combat, Grunts can self-heal to regain some health, and they carry Medguns to restore the health of nearby teammates as well.



THERMOPHILE

Main Weapon
Secondary Weapons
Upgrade Weapons
Special Ability
Upgrade Special Ability
Utilities
Mobile Unit

Sinulator
Gas Grenade, Napalm Grenade
Fauster, Frag Grenade
Self-Heal
N/A
Medgun, Spray Can
Dragon MkI

The Thermophile totes the Sinulator flamethrower as his weapon of choice. While you probably won't want more than one Thermophile on your team, their ability to lay down a literal field of fire, damaging groups of opponents with jets of flame and ground-covering napalm, is a nice benefit. If enemy vehicles are giving you problems, switch the Sinulator over to acid mode to eat through the armor and kill mobile units fast. The Fauster is a powerful laser tailor-made for taking out heavily armored targets. Use it sparingly, though—it slows movement down and is prone to overheating. In addition, the Thermophile carries a Medgun and can pump health back into his wounded teammates, giving him double duty as a medic. Like the Grunt, the Thermophile can heal himself during combat as well as others. The Dragon MkI is the same vehicle as the Grunt's Toad MkII, except with a rear-mounted flamethrower attachment in place of the Toad's machine gun.



SNEAKER

Main Weapon
Secondary Weapons
Upgrade Weapons
Special Abilities
Upgrade Special Ability
Utilities
Mobile Unit

Sabre
Magnova Grenade, Stun Grenade
Dagger, Gas Grenade
Cloak, Feign Death
Disguise
Hacking Device, Snoopa, Spray Can
R-Hog

The Sneeker is a tricky class, but one of the most fun to master. It involves a combination of stealth and melee combat along with some fun and interesting secondary abilities. It's important to keep in mind that the Sneeker is not a heavy-duty combat unit—let the Grunts and Demolishers play that role. The job of the Sneeker is to infiltrate enemy strongholds, bypass defenses and sabotage the opponents' ability to fight. To keep yourself out of trouble, the Sneeker can temporarily disappear with the Cloak ability, and can use Feign Death to drop to the ground, fooling opponents into believing they've killed you. Use the Hacking Device to take control of enemy terminals and unlock secured doors. The Snoopa is a remote-controlled camera that can be used to scout enemy territory—hit R to detonate it when you're finished and cause some damage. Sneekers come equipped with a dual-purpose Sabre. In attack mode, you can hack and slash at opponents. Defense mode also lets you charge the blade with electricity, releasing it in a blast that stuns nearby enemies but also leaves the Sneeker staggering for a few seconds. Upgrade to the Dagger to gain a death kill as well as a throwing knife mode for a bit of ranged ability. Finally, a Sneeker in a hurry can call upon the R-Hog quad bike to quickly zip past enemy lines.



DEMOLISHER

Main Weapon
Secondary Weapons
Upgrade Weapons
Special Abilities
Upgrade Special Ability
Utilities
Mobile Unit

Bazooka
Napalm Grenade, Smoke Grenade
Strayfur, Frag Grenade, Guided Rockets
Berserk
N/A
Arc Weld, Spray Can
Tankus

The Demolisher is a walking tank. Although it's the slowest class in the game, the sheer firepower brought to the field by this class is incredibly powerful. The standard Bazooka fires enemy-clearing rockets, and can also be converted into anti-air mode for taking down those pesky Sky Jockeys in their flying machines. The Demolisher also sports Napalm and Smoke grenades to generate mass chaos and confusion among the enemy forces. Use Berserk to speed up the Demolisher and give him the ability to perform a ground pound attack, stunning and damaging nearby enemies. His Arc Weld can be employed to repair mobile units, terminals, and turrets. And if the fact that he's a walking tank still isn't enough power for you, the Demolisher can call upon the heavy firepower of the Tankus to blast through enemy vehicles and obstacles.



LONG RANGER

Main Weapon
Secondary Weapons
Upgrade Weapons
Special Abilities
Upgrade Special Ability
Utilities
Vehicle

Widowmaker
Magnova Grenade, Stun Grenade
Krotch 45s, Frag Grenade, Improved Zoom
Infravision
Self-Heal
Medgun, Spray Can
R-Hog

A dedicated sniper class, the Long Ranger doesn't even have a secondary weapon until you grab an upgrade and get the twin handguns. Unless you're upgraded, don't even try getting into close combat situations. The Widowmaker rifle is highly accurate at long range but worthless in close skirmishes. Infravision shows the Long Ranger what others can't see: enemy positions behind walls and around corners. Find a nice, secluded hiding spot with a good view on areas of heavy traffic and settle in—crouch or lie prone to steady your aim and improve accuracy. Long Rangers can also pull double duty as medics, and they can heal themselves after upgrading. Use the R-Hog bike to quickly get into a good sniping position.



SKY JOCKEY

Main Weapon
Secondary Weapons
Upgrade Weapons
Special Abilities
Upgrade Special Ability
Utilities
Mobile Unit

DP 500
Magnova Grenade
N/A
N/A
Infravision
Arc Weld, Spray Can
Steed, Mule 52

Master of the skies, this class is the only one with the know-how needed to pilot either of the air units in the game. Although capable on foot with the DP 500 machine pistol and its single shot/burst shot modes, the Sky Jockey isn't meant for terra firma—get him to a mobile unit terminal quickly and you'll be able to take to the air in either the combat-focused Steed or the transport/bomber Mule. Air support is the job; listen to your teammates and fly them to where they need to be, or drop in for a quick extraction if things aren't going well. With the Steed, support your mates on the ground by targeting and eliminating enemy vehicles and turrets.

GRENADE CHART

Here's a chart that shows what types of grenades are available to which classes, and whether they're default (equipped at the beginning of the round) or upgrades (only available after collecting an Upgrade pickup).

	Grunt	Thermophile	Sneeker	Demolisher	Long Ranger	Sky Jockey
Frag	Default	Upgrade	N/A	Upgrade	Upgrade	N/A
Magnova	Default	Upgrade	N/A	Upgrade	Upgrade	N/A
Gas	N/A	Default	Upgrade	N/A	N/A	N/A
Stun	Default	N/A	Default	N/A	Default	Default
Silence	N/A	N/A	N/A	Default	N/A	N/A
Napalm	N/A	Default	N/A	Default	N/A	N/A

SPECIAL ORDNANCE CHART

Special Ordnance Terminals are located in some of the maps; they give players the ability to place automated defenses (Earthguard and Skycard), land mines and teleportation gateways. This chart lists which classes have access to each piece of special ordnance. The numbers in parentheses denote the number of placements available to each class. Keep in mind that while lugging ordnance around, you'll be moving very slowly and exposed to attack—bring along a friend or two to watch your back until you've got your ordnance where it needs to be.

	Grunt	Thermophile	Sneeker	Demolisher	Long Ranger	Sky Jockey
Earthguard Target	Default (1)	Default (2)	N/A	Upgrade (2)	Default (1)	N/A
Skycard Target	Upgrade (2)	Upgrade (3)	N/A	N/A	N/A	N/A
Mines	Default	N/A	N/A	Default	Default	Default
Gatemaker	N/A	Default	N/A	Default	Upgrade	N/A

Mobile Games and Cellular Entertainment

gaming 2 go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

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GIZMONDO SOFTWARE OVERVIEW

Last month, *Gaming 2 Go* gave new details on the launch of the new Gizmondo handheld device in North America. Now we have our hands on some seven of the first software releases, so we can tell you how it plays. Here's a look at those titles:



Putting "classics" in the title of a game usually brings images of well-known games you played in the arcade or popular games on home consoles, but in the case of *Fathammer Classics*, it's just three good, simple games: the overhead shooter *Angelelfish*; a 3-D car race-and-jump title,

Stuntcar Extreme; and a clean "drop the blocks" puzzler called *Super Drop Mania*. All three games look nice and play well, likely thanks to Fathammer's experience and technology creating its own 3-D game engine. Best of all, you get a package of three varied gameplay experiences, so there's plenty of variety to keep you interested.



Conversely, the innovative *Sticky Balls* is at the top of this list. Colored balls drop into an enclosed playfield, and you have to strike them with a cue stick, similar to billiards. Pushing balls of the

same color into each other will cause them to stick together, and when all like-colored balls are clustered, they disappear from the playfield. The physics are especially good, as you try to find angles for shots and strategize how to get others out of your way—which is that much harder

when a group of spheres are stuck together and wobble around when struck. Two gameplay modes will keep you occupied for quite a while, and it's all accompanied by goofy music and sound effects for added enjoyment.

I also had a great time with *Toy Golf*, a miniature golf title that sports great physics and a challenging course of holes. Actually, it's considered three courses of three holes each, and when you complete each of the three holes



in par or better, you unlock the next trio. While it's really a blast to find out how hard you need to hit the ball and your best strategy for each link, the disappointment comes when you complete all nine holes and there's nothing more to do—except maybe challenge up to three others in a "hot seat" configuration (passing one unit around for each turn).



Gizmondo Motocross 2005 is a motor-cycle racer. The controls are quite touchy, so a little too much time on the D-pad can have you careening off the course (where you'll suddenly disappear and "respawn" on the course again, a disconcerting thing to have happen). I



was confused by the game's physics, because sometimes lining up a jump will put you off the course—and in time it felt like you were in an MC Escher-designed race course or something equally bizarre. Of the seven titles, this one's in the lower half.



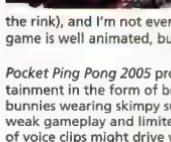
Racing fans will enjoy *Trailblazer*, in which you zoom through an ultra-modern environment in a gigantic turbo-charged wheel. Each of the 45



I had fun with *Hockey Rage 2005*, but it was short-lived: The voice clips and music can become repetitive, and the gameplay—while designed to be simple to control—was flaky. In my first try, I destroyed the computer opponent with lots of goals (including a few launched from the other end of the rink), and I'm not even a big sports-game enthusiast. The game is well animated, but there were some notable glitches.



courses—broken up into three difficulty levels—requires you to find the fastest path to the finish, hitting turbo pads for speed blasts; avoiding



Pocket Ping Pong 2005 promises entertainment in the form of beach-bound bunnies wearing skimpy suits, but the weak gameplay and limited selection of voice clips might drive you away. The main problem is that it's designed as a first-person game, which makes it difficult to line up and return shots well. I'd much rather the designers had gone for a perspective that many tennis video games have taken—an overhead view that shows the path of the ball and where your paddle needs to be to make a play.



or jumping over slowdown pads and obstacles; and not dropping off the edges or through holes in the track. I doubt that many *TIPS & TRICKS* readers will remember the 8-bit computer game of the same name that this title is clearly patterned after, so I'll just say that it's reminiscent of *F-Zero* and *WipeOut*.



While this is a good start, it's hardly a game catalog that'll draw in a mainstream audience. It'll be interesting to see if *Gizmondo* gets more attention when the bigger publishers start contributing: Commitments to develop for the device have come from Buena Vista Games, which will do a *Gizmondo*-compatible version of *Tron 2.0*; Electronic Arts, which announced plans for *FIFA Soccer 2005* and SSX; SGI Entertainment, which recently bought *Tomb Raider* publisher Eidos and has confirmed to do takes on the *Conflict* and *Carmageddon* franchises; and Ubisoft, which will make a *Rayman* game as well as at least three more "blockbuster" games yet to be named.

NEO-GEO (IN YOUR) POCKET



i-play (formerly Digital Bridges) has licensed a couple of familiar NeoGeo games from SNK for play on handheld devices. The first is *King of Fighters M2* (the "M" stands for mobile). The game features many of the familiar KoF combatants you've seen in previous releases, and it offers three different gameplay modes for maximum variety: Story, Survival and Versus. *KoFM2* is targeted for a fall release.

The other release is *Metal Slug Impact*, a sequel shooter that offers 11 levels of fast-paced combat as well as a selection of vehicles you can access to get across the diverse environments. The game will also introduce you to two new characters. The battles are large with some adversaries filling the screen as they zoom through. *MSMI* is also due for a fall release.



Finally, i-play has also purchased U.K.-based developer Ditto Studios. The acquisition will bring Ditto's product catalog to the growing publisher, including the space-based, third-person shooter *Major Carnage*. The new title, which should be available by the time you read this, offers up an action-packed adventure set in the not-so-distant future. With the Earth Federation being challenged by the Wolfmari Hordes, Major Carnage—the main character, not just the game's name—is called upon to shoot away the attackers. The title features six levels of sophisticated AI in enemy characters, particularly level-end bosses."



3-D gameplay, with large graphics, a goofy style and what i-play says will be "sophisticated AI in enemy characters, particularly level-end bosses."

CAPCOM'S SURPRISING N-GAGE DEBUT



Nokia has tapped Capcom to create a compelling turn-based strategy game for N-Gage called *Catan*, based on the German board game *Die Siedler von Catan* (*Settlers of Catan*). The title, slated for August release, involves taking control of the island of Catan. Of course, you're not alone, and as you build your holdings (via resources, which is converted into roads and buildings), you'll be competing for points that certain accomplishments offer. Build the longest road and you get two points. Build a new structure or upgrade an existing one, and get a point. The first one to ten points wins the game.



Catan is an easy game to play, but its intricacies keep you coming back for more. The fact that the game is based on dice rolls lends a randomness to it that can change the complexion of a game quickly. Each hex on the board has a number, and rolling that number on the dice earns anyone with roads bordering that hex with resources that can be used for construction. There are also cards that provide varied benefits—such as enabling a new road section to be created without the necessary resources in your stores—as well as a "robber" who can be moved around by the players (if a 7 is rolled) to take resources from others.

The graphics are not overwhelming and don't slow down the hardware, so the game moves along swiftly, but the cartoony style makes the game fun for all ages. Additionally, a tutorial mode at the start gives the basics of *Catan* so you'll be off in just a few minutes without needing to pore over an instruction manual.



Gameplay modes include Free Play (a standard single-player game against three computer AI players) and a Quest Mode (with the objective to meet certain goals during the game). The AI players offer nice competition—each has a varying level of aggression and skill. The multi-player component enables up to four players to compete against each other via local Bluetooth or worldwide via N-Gage Arena. The Arena will also enable you to post your best scores to the leaderboards.



Player board



Player board

MOBILE GAMING NEWS

• **InfoSpace Rewards Its Subs**—InfoSpace is taking after the airlines by offering a Frequent Player Points rewards program that will offer subscribers access to its For Prizes Network tournaments.

 Included are prize games on *Boulder Dash*, *Hold 'Em Poker*, *Solitaire* and *Tetris*, with points being earned for gameplay that can later be turned into raffle tickets toward drawings. Winning players can take home such items as PSP systems, iPod music players and digital cameras.

The mobile company also opened a Tell-a-Friend reward program that gives referral points to subscribers who draw others to get into the fun. Those with the highest point count at the end of each month will win the prizes, with leaderboards being tracked at www.atlasmobile.com/en/tellafriend.html.

• **Oh, Say Can You See...?**—Massachusetts-based Kopin Corp. has announced the use of its CyberDisplay 180K "microdisplay" into Scalar Corp.'s Teleglass device. The Teleglass unit attaches to any eyeglasses and projects an image that appears to the wearer as a 28-inch high-resolution screen about seven feet away. The device—which weighs only five grams and has a price tag of about \$500—connects to a mobile device, portable DVD player or digital camera, and displays the output to the viewer privately. The CyberDisplay 180K offers an 800x225 resolution image from a 0.24-inch-diagonal display.





Greetings, sports fans, and welcome to the Tips & Tricks sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by
Josh Engel

Vol.
59

LEAGUEDADDY: Online Sports Leagues

The screenshot shows a web browser displaying the LeagueDaddy website. The top navigation bar includes links for File, Edit, View, Go, Bookmarks, Tools, Window, Help, and LeagueDaddy. Below the header, there's a search bar and a link to "league.daddy.com". The main content area features a large image of a baseball player in mid-pitch, with the text "CALIF SEASIDE" and "HOMERUN ERASING". To the right is a table titled "Week 1 Standings" with columns for Team, Record, Points, and Wins.

If you take sports games seriously, then you're probably a very competitive person. And if that's the case, you probably get tired of whooping your CPU opponents on a regular basis. Or maybe you're even bored with laying the smack down on your human buddies, who come over on a weekly basis to act as your *Madden* whipping boy (or girl). You may still love playing games like *MVP Baseball 2005* and *NHL 2005*, but the lack of competition results in your sports games collecting dust a couple months after they're released.

Thankfully, if you've got an Internet connection, there is a way to spice things up a bit. Online gaming has exploded over the past couple years, and sports games are among the major beneficiaries. You are no longer limited to just your local buddies or the CPU; now you can strut your stuff against players from all over the world. But even playing against random strangers can get old after a while.

If this describes your sports gaming experience, maybe you're ready for the ever-growing world of online sports leagues. Whether it's football, baseball, basketball or hockey, there are plenty of people just like you who are ready to step up to the next level of competition.



And that's where LeagueDaddy comes in. This Web-based application acts as a hub for your league, allowing you to enter stats, standings and even post game recaps like you see in your local newspaper. In other words, it's the ultimate resource for online sports junkies. We recently had the chance to talk to Glenn Carr, the creator and owner of LeagueDaddy.com.

Tips & Tricks: Where did the idea for LeagueDaddy come from?

Glenn Carr: Some local buddies and I have played in PS2 *Madden* leagues since *Madden 2001*, before online play over the 'net was available (with consoles). We just used a standard 32-team franchise on a PS2, and we would get together and play the games both against each other and the CPU.

One of the problems was that we didn't have a way to check standings, scores, etc., except by going to the console and firing up the game. Not having any kind of central Web access to the league was one of the biggest problems.

I threw together a bare-bones Web site to let guys submit their game scores. It used a small database to track scores and display the league standings. Over time, I gradually added more to the site—a recap area for each game (which was usually used to talk trash before and after games), an area to store team passing and rushing stats, a playoff bracket, etc.

The second impetus was a result of EA coming out with online play with *Madden 2003*. I joined an online league that originated from a group of ballers at MaddenMania (www.maddenmania.com). It was run by a good guy, "Poo-Diddy." As we played our games, we reported the scores and basic team stats to Poo, the league commissioner. He had the job of adding up all the stats from week to week and updating the league standings. Standings and stat rankings were seldom current, simply because it was big job for the commish to keep them updated and then also publish them on the message board or Web site.

I was also in another league that agreed to track not only standings, but also team stats and player stats. As we played our games, we posted the results on a league message board. We were responsible for keeping cumulative stats for our own team's players, and almost cracked. I hated having to add up my team's player stats. I eventually came up with a spreadsheet for my team that let me enter the player stats for each game and automatically add up each player's stats for the season. But then there was the problem of other owners not doing their own team's stats, so the league stats were still not current and incomplete. I knew someone surely had a better system that we could use.



There were several fantasy tracking systems out there that used real player stats, but those wouldn't work for online leagues. There were a couple of applications I found that took stat files from PC games, but we all played on PS2 consoles, and didn't have a way to export or save the stats. Nothing was really offered to handle what I wanted.

Finally, there was one guy to whom I've got to give a ton of credit. Rob Powers of "Power Madden League" got word of LeagueDaddy during its initial stages and would not leave me alone. He bugged almost every day during that first eight months. He really helped drive a lot of the early features, and his beta testing of the site was invaluable.

T&T: How long did it take you to go from conceiving the idea to launching it?

G.C.: About eight months. It was in the winter of 2002 that I first mentioned the idea to a couple of buddies.

T&T: What sets LeagueDaddy apart from other stat-tracking sites?

G.C.: I think the key has always been customizability. LeagueDaddy was built from the beginning to handle basically any sport with games, teams and players. There are or have been leagues for the most common sports like football, basketball and baseball, but also for golf, racing, boxing, rugby, soccer, etc.

A league can have any number of conferences, divisions and teams. And most importantly, team and player stats that a league collects can be customized. A league can track all of the normal stats for a particular sport, plus they can add other stats such as "User Picks" or "Hitstick Fumbles" that may be specific to a video game.

Something else that I've not seen elsewhere is the ability to use the live content of the LeagueDaddy site on a separate league-operated Web site. Many leagues will have their own site where they post news, standings, etc. We have a method of allowing different aspects of each league—standings, scores, game recaps—to be displayed seamlessly on their sites. As game scores are entered by league members on LeagueDaddy, everything can also be updated live on the external sites.

T&T: How big is your staff?

G.C.: I'm a one-man shop, mostly. My wife helps from time to time with bookkeeping, etc., but I've done all the development work. I had a couple of friends show some interest, but they haven't had enough time to spend any significant time on it.

T&T: How much time do you spend working on LeagueDaddy on a daily basis?

G.C.: It varies from day to day, but probably 25-30 hours a week is typical.

T&T: Do you get any support/help from publishers like EA?

G.C.: No, they've not shown any interest as far as I know. I did get an unexpected plug from the Prima guides for Madden 2005 in their discussion about online leagues.

T&T: How does someone become a member/play in a league?

G.C.: Normally league owners and members come together through one of the major message boards that discuss the particular game they are playing online. There are also forums on LeagueDaddy for people to express interest in being in a league, and for league commissioners to post openings in their league. But, it's really just about making contact with a league commissioner, and then it's up to the league owner.

T&T: If someone wants to create their own league, can they? How?

G.C.: Sure. All they have to do is subscribe for a league at leaguedaddy.com/subscribe. They receive an e-mail that guides them through the process of creating their league.



keyboard interface and enter any of the following codes to unlock the corresponding pennant:
 Sic Em—#16 Baylor
 Oskee Wow—#63 Illinois
 Fight—#160 Texas Tech
 Undefeated—#199 1st & 5
 Thanks—#200 1st & 15
 For—#201 Blink
 Registering—#202 Boing
 Drills—#203 Brakes
 With Ea—#204 Butter Fingers
 Tiburon—#205 Crossed the Line
 Ea Sports—#206 Cuffed
 Touchdown—#207 Extra Credit
 In The Zone—#208 Helium
 Turnover—#209 Hurricane
 Impact—#210 Instant Freplay
 Heisman—#211 Jumbalaya
 Game Time—#212 Molasses
 Break Free—#213 Nike Free
 Hand Picked—#214 Nike Magnigrip
 No Sweat—#215 Nike Pro
 Light Speed—#216 Nike Speed TD

Champs—#217 Pitch It
 Going Down—#218 Protection
 Elite 11—#219 QB Dud
 Quicksand—#220 QB Rocket
 Gridiron—#221 Steel Toe
 Ncaa—#222 Stiffed
 Upset—#223 Super Dive
 Football—#224 Take Your Time
 06—#225 Thread & Needle
 Offense—#226 Tough As Nails
 Defense—#227 Trip
 Blitz—#228 What A Hit
 Sideline—#229 Kicker Hex
 Fumble—#230 2004 All-Americans
 Roll Tide—#274 All-Alabama
 Woopigsooie—#276 All-Arkansas
 War Eagle—#277 All-Auburn
 Death Valley—#278 All-Clemson
 Glory—#279 All-Colorado
 Great To Be—#280 All-Florida
 Uprising—#281 All-FSU
 Hunker Down—#282 All-Georgia
 On Iowa—#283 All-Iowa
 Victory—#284 All-Kansas State
 Geaux Tigers—#285 All-LSU
 Raising Cane—#286 All-Miami
 Go Blue—#287 All-Michigan
 Hail State—#288 All-Mississippi State
 Go Big Red—#289 All-Nebraska
 Rah Rah—#290 All-North Carolina
 Golden Domer—#291 All-Notre Dame
 Killer Nuts—#292 All-Ohio State
 Boomer—#293 All-Oklahoma

T&T: How much does it cost?

G.C.: It's \$12.95 a month, \$29.95 for three months, \$54.95 for six months or \$99.95 for a year. A league can be renewed as long as necessary at those same rates.

T&T: How many leagues/members are on LeagueDaddy?

G.C.: Right now we've got almost 300 active leagues and over 15,000 active league members.

T&T: What are you working on right now?

G.C.: I'm currently working on adding polls, to allow leagues to run polls much like the various message boards support. I've had several requests for this, and it will be a new option for leagues. When I'm working on a fairly large feature, I'll often take a break and implement a smaller feature or bug fix when the change doesn't take long.

T&T: What are your plans for the future?

G.C.: In a nutshell, keep making it better. There are several enhancements I'd like to make and I try to respond to feature requests if they make sense for the site and there is significant demand.

T&T: Where do you see LeagueDaddy in a year?

G.C.: I don't have any definite plans for it other than to keep making it better and better. Honestly, I've always viewed it as an "experiment" that somehow just took off. One aspect of the site which I thought would attract more attention than it has is the fact it can also be used for real-life leagues—softball, youth sports, etc. In other words, the site isn't just for video-game leagues. I've been in contact in the past with some minor league hockey reps, but not much has come of it.

T&T: Why do you think sports games are so popular online?

G.C.: There's something about human competition that a computer chip simply can't duplicate. There's a rush/buzz that you get from competing against a real person that simply isn't there if you are just playing the computer. I think that will always be the case. Add league play to that with 10-100 other real people, and you've got a package deal that is addictive.



T&T: What do you see for the future of online sports games?

G.C.: Huge. Especially with the next-gen consoles that are due out at the end of the year. As the realism increases every year, so will the attraction.

Go Pokes—#294
 All-Oklahoma State
 Quack Attack—
 #295 All-Oregon



We Are—#296 All-Penn State
 Lets Go Pitt—#297 All-Pittsburgh
 Boiler Up—#298 All-Purdue
 Orange Crush—#299 All-Syracuse
 Big Orange—#300 All-Tennessee
 Hook Em—#301 All-Texas
 Gig Em—#302 All-Texas A&M
 Mighty—#303 All-UCLA
 Fight On—#304 All-USC
 Wahoos—#305 All-Virginia
 Tech Triumph—#306 All-Virginia Tech
 Bow Down—#307 All-Washington
 U Rah Rah—#308 All-Wisconsin
 Bear Down—#311 ARK Mascot
 Ramblinwreck—#329 GT Mascot
 Red And Gold—#333 ISU Mascot
 Rock Chalk—#335 KU Mascot
 Rah Rah Rah—#341 MINN Mascot
 Hotty Totty—#342 MISS Mascot
 Mizzou Rah—#344 MIZZOU Mascot
 Go Green—#346 MSU Mascot
 Go Pack—#349 NCUS Mascot
 Go Cats—#352 NU Mascot
 Go Carolina—#360 S CAR Mascot
 On On UK—#371 UK Mascot
 Go Deacs Go—#382 WAKE Mascot
 All Hail—#385 WSU Mascot
 Hail WV—#386 WVU Mascot



言語 JAPAN REPORT!

by Anatole Brown

Vol. 92

NINTENDOGS GOODS

Nintendogs, Nintendo's puppy-raising game for the Nintendo DS, is all the rage in Japan. Nintendo just released a whole slew of *Nintendogs* goods and DS accessories in Japan, so virtual dog owners can show their devotion to their best friend. You can deck out your Nintendo DS with all kinds of doggie flavor with the *Nintendogs* Stylus Pen (\$36.8 yen—about \$3), *Nintendogs* DS case (1,260 yen—about \$12), *Nintendogs* DS Mascot Strap (200 yen—about \$1.80), *Nintendogs* Scratch Guard Skins (500 yen—about \$4.50) and more! Other *Nintendogs* goods include plush figures, folders, mouse pads, stickers and even moist hand wipes! If *Nintendogs* reaches the same kind of popularity out here in the U.S., you may be seeing some of these furry goods come over here, too....



DRAGON BALL Z ARCADE GAME



Craft and Meister, a new company headed by former Capcom producer Noritaka Funamizu, is currently developing a *Dragon Ball Z* arcade game tentatively called *Chou Dragon Ball Z*. Not much is known about the game, but this will be Craft and Meister's first release. Obviously the company's ambitions are high, especially since its first game carries an incredibly popular li-

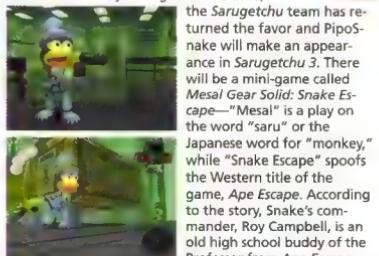
cense. Funamizu is known for his work on Capcom's *Street Fighter* series, so you can bet that he will bring his fighting-game expertise to the table. The doors to the office of Craft and Meister have signs all over the place that say "Keep Out!" so we'll have to wait until they are ready to show it to the world.



MESAL GEAR SOLID: SNAKE ESCAPE



Hideo Kojima, famed creator of the *Metal Gear Solid* series, loved the *Sarugetchu* (*Ape Escape*) games so much that he asked to have the piposaurus (monkeys) appear in *Metal Gear Solid 3: Snake Eater* and wound up putting them in the *Snake vs. Monkey* mini-game. This time,



At the request of Campbell, the Professor programs a Piposuru with all of Solid Snake's abilities. Sporting the famous mullet and a scruffy five-o'clock shadow, PipoSnake uses his trusty Banana SOCOM pistol on a mission to locate Solid Snake. If he fails, then the Metal Gear will launch its "Slacker Cannon." *Sarugetchu 3* was released in Japan in July, but so far there is no word on who will publish the title out here.



Katamari Box Art

PlayStation 2

We're not quite sure what the U.S. box art will look like when *We Love Katamari* is released here in October, but we hope they keep the crazy Japanese box art featuring the Namco building! *Minna Daisuki Katamari Damacy*, which was released in July, shows a large group of people flanking the Namco building and holding up signs that profess their love for the game. Look closely and you'll see the Prince, a cow, a panda, a mouse and a tall giraffe sticking out from the roof. The Namco building is in Tokyo's Ootaku district and we are assuming that everyone in the picture is a Namco employee who got to take a break from work for a massive photo session outside the office! The King of All Cosmos is also in the picture—can you find him?

Red Nintendo DS

Nintendo introduced another Nintendo DS color for the Japanese market in August. The new Red Nintendo DS almost has the same tone as the old Virtual Boy! The red is complemented by the standard black trim of the buttons and stylus pen. The Red DS will cost the same as the original Platinum Silver Nintendo DS. Five other Nintendo DS colors are also available in Japan: the original Platinum Silver, Pure White and Graphite Black (released in March) and Candy Pink and Turquoise Blue (released in April).



CODED ARMS™



Yasuo Daikai

T&T: *Coded Arms* is unique in that it is a first-person shooter game being developed by a Japanese developer. Japan is not known for putting out many first-person shooters.

Daikai: Yes. Because Japan is not known for first-person shooters, we decided to take on the challenge ourselves. FPS games have become an important genre for the home console market, not just in the U.S., but all over the world. With next-generation systems like the Xbox 360 just around the corner, FPS games are going to take center stage even more. With very few Japanese developers tackling FPS games, we saw this as a chance to get an early start and be one of the first Japanese developers to have the "know-how" of developing FPS games.

T&T: So how did *Coded Arms* end up on the PSP?

Daikai: We started this project about two years ago. We had several test versions running on the PS2. Our main goal was to make a next generation FPS game for the Xbox 360 or PS3, but the timing just didn't work out. So we looked at the PSP and asked ourselves, "Is it possible to make a FPS game on a handheld?" It was a unique challenge, but we believed the PSP's technology would allow us to pull it off. When we first showed the game at the



2004 Tokyo Game Show, we got a great response from the public, so we knew we were onto something.

T&T: The graphics are certainly top-notch...

Daikai: Our team really wanted to do the game on next generation hardware, but once we decided to go with the PSP, the staff still maintained their motivation to create high-quality graphics. Too many developers have the attitude where they say, "It's good enough for a handheld game," but we wanted to go against that trend. In fact, our attitude is if we create something great, then people will recognize it as something great!

T&T: The game moves pretty fast.

Daikai: Our team is made up of people who worked on a wide variety of games. There are a couple of people on the team who worked with me on the snowboarding games. Since the sense of speed is critical in snowboarding games, we were able to bring that knowledge over to *Coded Arms*.

INTERVIEW

T&T: The game supports four-way multiplayer mode via wi-fi. Did you approach the multiplayer game differently than when creating the single-player game?

Daikai: Actually, we set it up so the single-player game directly influences the multiplayer game. As you play the single-player game, you will earn more weapons and weapon upgrades. You can then take your earned weapons and bring them into the multiplayer game. We want players to see what other players have and say, "I want that weapon too."

That way they will go back to the single-player game and try to earn it for themselves. Basically, we want the single and multiplayer modes to feed off each other. The big feature of *Coded Arms* is that the maps are randomly generated in both single- and multiplayer. You never play the same level twice. Many FPS matches come down to who is most familiar with a level. In this game, no one will have that kind of advantage.

T&T: A mouse and keyboard is usually the preferred method for playing an FPS game. How did you manage to make the controls work for the PSP?

Daikai: Certainly a mouse and keyboard is what people think when they think of an FPS game. Another hurdle we had to overcome is that the PSP only has one analog stick as opposed to the dual analog sticks on home consoles. We experimented with several

settings, including the old N64 controls where you use the buttons to move around. One reason why we were adamant about having a playable version of *Coded Arms* at the

Tokyo Game Show was to observe and see how people took to the controls. We were happy to see that people had very little problems playing the game. We put a lot of effort into making the gameplay speedy and smooth.

T&T: Can you talk a little about the art style? It has a really gritty, industrial look.

Daikai: We didn't focus too much on the story of the game, but we wanted to match the cool look of the PSP. We basically want the player to imagine the PSP as a futuristic device that lets them "jack in" to a cyber world. So rather than supply a story to the player, we encourage the player to imagine that the device itself is an access point to another reality. We made a conscious effort to make a unique art style that would make the game stand out as a definitive PSP game.

T&T: What do you think is the main feature that separates *Coded Arms* from other FPS games, and perhaps even makes it uniquely Japanese?

Daikai: I would have to say it's the randomly-generated levels. Like many Japanese RPGs with randomly-generated dungeons, you are forced to explore each time you play. In multiplayer mode, it prevents people from camping or exploiting certain aspects of the stage because everyone will be experiencing the stage for the first time. I think it will also encourage people to play the single-player game more than once, because it will be different every time.



FINAL FANTASY WORLD

by Charlotte Chen

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If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY VII: ADVENT CHILDREN Limited Edition

Start eating your heart out. Japan is getting a special limited-edition version of *Final Fantasy VII: Advent Children* when it's released on September 14. The standard version contains the *Final Fantasy VII: Advent Children* movie, the official *Final Fantasy VII: Advent Children* trailer, all the trailers for titles in the "Compilation of Final Fantasy VII" and a *Final Fantasy VII: Digest* movie, which rumors suggest provides information regarding the original PlayStation game through use of its CGI cutscenes. In Japan, it's priced at 4,800 yen (about \$44.00). The limited edition version, however, is another thing entirely. In addition to all of the above, it also includes (drum roll, please):



- 1 An extra disc which contains: *The Making of Final Fantasy VII: Advent Children*, the trailer shown at the Venice Film Festival, a collection of past trailers and an animated feature called "Last Order Final Fantasy VII."



- 2 Cloud and Fenrir figures.
- 3 A script that replicates parts of the movie so you can read along in certain parts (not pictured).



- 4 A Bahamut embroidered cap that comes in a can.
- 5 A Cloudy Wolf T-shirt.



- 6 A key-holder with a serial number.
- 7 A PS one version of *Final Fantasy VII* called *Final Fantasy VII: International* (not pictured). Yep, the entire game that started it all. There's also new fancy CG art for the packaging, and it can be displayed.

How much will all these bells and whistles cost the average Japanese *Final Fantasy* otaku? 29,500 yen (about \$271.00). Ka-ching!

FINAL FANTASY XI for XBOX 360

One of the biggest announcements made during the 2005 Electronic Entertainment Expo (E3) was that *Final Fantasy XI* would be released on the Xbox 360. Unfortunately, Square Enix did not provide any of the nitty-gritty details, such as whether it would support features common to Xbox Live—like chat, for example. The publisher also didn't specify if the *Chains of Promathia* expansion would be available at the start, or if Xbox 360 players would need to purchase it separately, either as a game package or through download. However, during a Q&A session, Square Enix President Yoichi Wada specified that the company's goal is to make sure all *Final Fantasy XI* players

would enter on a level playing field, whether they access the game from their PCs, PS2s or Xbox 360s. The images shown here appeared in a real-time tech demo trailer shown at the Microsoft press conference.



would enter on a level playing field, whether they access the game from their PCs, PS2s or Xbox 360s. The images shown here appeared in a real-time tech demo trailer shown at the Microsoft press conference.

FINAL FANTASY VII for PlayStation 3?

During the Sony press conference at the Electronic Entertainment Expo, Square Enix unveiled a tantalizing glimpse of what *Final Fantasy VII* might look like if its graphics were updated for the PlayStation 3. In this real-time tech



demo, the opening cinematic of *Final Fantasy VII* was transformed into every fan's dream—a new look for an old favorite. Unfortunately, Square Enix was quick to emphasize that the designers only made these pretty, pretty *Final Fantasy VII* images to amuse themselves, and that they weren't working on a PS3 remake of the game. They specified that it was just a tech demo, made to show how good their games could look in real-time on the PlayStation 3. On top of that, in a Q&A session they held with the press a day after their official press conference, they repeated this. At the moment, there are no plans to remake the game. Commence sobbing.



SQUARE ENIX GOODIES

Well, it's about time. Square Enix only now seems to realize the vast potential of selling products like action figures and jewelry directly to the untapped U.S. consumer market. The company recently displayed its first wave of products, from *Final Fantasy VII: Advent Children* action figures to Hori Dragon Quest Slime controllers. Some of these products can now be purchased from Square Enix's online store.



Final Fantasy VII: Advent Children "Cloudy Wolf" Ring and Earring



Final Fantasy VII: Advent Children Figures



Final Fantasy VIII Sleeping Lionheart Necklace



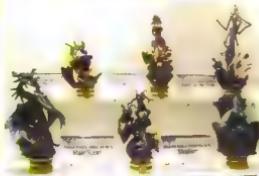
Final Fantasy X Necklace



Final Fantasy X Silver Ring (left)



Final Fantasy VIII Sleeping Lionheart Silver Ring (right)



Kingdom Hearts Chess Pieces



Hori Dragon Quest Slime Controllers for PlayStation 2

FINAL FANTASY FAN

Q: I am writing to you a few days before my birthday. I am a huge fan of your work. I was just wondering if you could do me a big favor: Could you please say where to find the GFs in *Final Fantasy VIII*? I can definitely get the first three. Thank you very much for reading this letter.

—Neal Levesque
Escanaba, MI

A: Here is the list of locations for all the GFs (Guardian Forces) in *Final Fantasy VIII*. Consider it a belated birthday present.

Alexander—Draw it out from Edrea during the boss fight in Galbadia Garden during Disc 2.

Bahamut—After you get the Ragnarok in Disc 3, start looking for the Deep Sea Research Center, which is in the southwest. Answer all of Bahamut's questions right, then defeat it, and it will join you.

Boko the Chocobo—Solve a puzzle in one of the Chocobo Forests. In battle, using a Gysahl Green will encourage the Chocobo to attack the enemy.

Brothers—In the Tomb of the Unknown King. Defeat one of the brothers first (Sacred), then defeat them both at once and they'll join you.

Carbuncle—Draw it out during the boss fight against the Iguonis in Disc 1.

Cerberus—During Disc 2, go to the main hall of Galbadia Garden and challenge it. Defeat it and it joins you.

Diablos—Talk to Cid before you leave for Timber, and you'll get a Magic Lamp. If you use the lamp, you're sucked into a battle with Diablos. Defeat it and it joins you.

Doomtrain—At Tears' Point in Esthar, you can find the Solomon Ring. You also need these items: Marlboro Tentacles, Remedy+, and the Steel Pipes. Use the ring. Doomtrain will take the items and join you (not available until Disc 3).

Eden—After Bahamut is defeated at the Deep Sea Research Center, you can go deeper underwater. Far below you'll meet Ultima Weapon, if you can reactivate the excavation site. While you're fighting Ultima Weapon, Eden can be drawn from it.

Gilgamesh—You should already have Odin near the end of Disc 3 to get him to appear. He also shows up randomly in battle. He can appear mid-battle and even in a boss fight.

Ifrit—The end of Fire Cavern. Defeat it and it joins you.

Jumbo Cactuar—East of the Centra Ruins, there is a small desert island called Cactuar Island. You'll sometimes see the little green needlehead randomly running on the sand. Fly the Ragnarok to the island and chase after the cactus. Defeat it and it joins you.

Leviathan—Draw it out during the boss battle against NORG in Balamb Garden during Disc 2.

Minimog—If you use Mog's Amulet, you can teach one of your GFs the Minimog ability. The Minimog's dance restores all of your GF's HP. This costs money. The higher your level, the more it costs.

Moomba—Use a Friendship item during battle.

Odin—Find his place in the Centra Ruins and defeat him. He'll join you, then randomly appear in one out of every ten battles and annihilate your enemies.

Pandemonia—Draw it out from Fujin during the boss fight against Fujin and Raijin during Disc 2.

Phoenix—Use the Phoenix Pinion. Afterward, there is a random chance that it will appear again by itself if your party needs it.

Quetzacotl—Check Squall's desk in the classroom in Balamb Garden. Choose the "Tutorial" option and Quetzacotl is automatically added.

Shiva—Same as above.

Siren—Draw it out during the boss fight against Elvoret on top of the Dollet Communications Tower.

Tonberry King—In the Centra Ruins, defeat more than 18 Tonberrys. This causes the Tonberry King to appear. Defeat it and it joins you.

Thanks for writing!

—Charlotte

TIPS & TRICKS



COLLECTOR'S CLOSET

Are you a video-game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you.

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SMALL PRODUCTION RUNS

In April of 1998, Sega of America released *Panzer Dragoon Saga* for its Saturn system. Thousands of gamers picked it up, looked at it and exclaimed "Man, the Saturn is dead! I'm not paying 50 bucks for this!" Then they put it back on the shelf, walked away and have been kicking themselves ever since.

As they soon discovered, *Panzer Dragoon Saga* was an early example of a mass-market game with a small production run, rumored to be somewhere in the neighborhood of several thousand copies. There had always been games released in limited quantities (certain Atari VCS games sold through mail-order only, unlicensed NES cartridges, several of the late TurboDuo releases, etc.), but Sega was a major player and the Saturn was carried by all of the important game retailers.

Officially-licensed games for cartridge-based systems like the NES were never manufactured in such low numbers as this. For one thing, Nintendo used to force its third-party publishers to produce a certain minimum number of copies (rumored to be 10,000) of each of their games. The production facilities for cartridge games also operated on a strict queue system; if a certain game sold out completely, it might be several months before a publisher could take delivery on a second printing, by which time the interest in that game would certainly have cooled. With the NES in practically every home, most publishers voluntarily ordered larger quantities of all their games, because it was better to risk getting stuck with a truckload of unsold games than to have a hit game fizzle out because no more copies were available anywhere.

The CD-based systems changed all that, though. The turnaround time for CD and DVD production is so quick that a publisher can order up a fresh batch of any sold-out game and get it back into the stores within just a week or two. Sega did just that with the Saturn version of *The House of the Dead*, released just a few weeks before *Panzer Dragoon Saga*. These days, there's no reason to commit to a gigantic production run unless it's a guaranteed hit like a *Grand Theft Auto* or *Halo* sequel. Capcom got burned in the Super NES days when it overproduced *Super Street Fighter II* by an absurd margin, but played it smart when releasing *Resident Evil 2* and 3 for the GameCube; when the latter games started to change hands for upwards of \$100, they both went back into production. Then there's XS Games' *Castle Shikigami 2* for the PlayStation 2: Its initial production run of 2,000 copies (the smallest total allowed by Sony) was eagerly snapped up by



speculators who saw the game's inexplicable \$10 MSRP as their ticket to resale profit, but its recent reappearance at retail suggests that a second printing has already occurred.

All this is both good news and bad news for game collectors. It's good news because as the production quantities continue to shrink, there will be more new games that can show up in value much faster than ever before. And as more people get into collecting, there will be ever-increasing demand in secondary markets like eBay for obscure, short-printed games that were impossible to find even in their first week of release. It's bad news for the poor saps at the "buyer" end of those eBay transactions, who will be reduced to snapping each other's bids like they're going after the last unopened Wonda bar. You're also going to have a much harder time if you're aiming for a complete collection of all the games released for a particular system, because there will be plenty of games that disappear from store shelves before you even know they've been released.

For many years now, game publishers in Japan have had far better tools to help them determine how many copies of a game they need to produce. Besides the fact that the country is smaller and the distribution channels are therefore easier to manage, the popular *Weekly Famitsu* magazine is also used to help gauge players' interest in upcoming titles. Each week, the magazine collects reader feedback to produce a "Top 30" list of the readers' most-wanted games. After comparing these charts to the games' eventual sales figures for many years, the game publishers have learned how to use the *Famitsu* data to make very precise estimates that have all but eliminated shortages and overproduction. As a result, very few Japanese games ever require a second printing. Once they're gone, they're gone...and there are signs indicating that the U.S. game industry is moving in a similar direction, with sophisticated retail tracking systems that give the publishers near-immediate sales feedback as soon as a game's barcode is scanned. Even cartridge games are getting much smaller production runs; as this issue goes to press, we're getting ready to head out the door to try to track down a copy of *Nanotraffic* for the Nintendo DS, which is said to have been produced in limited quantities.

In the not-too-distant future, there may be games that you can only obtain by pre-ordering them. Don't be surprised to see a game's entire production run snapped up by a single retail chain, making it an instant "exclusive" for that store. And you can bet that the collectible value of short-printed games will continue to rise; the last time we checked, collectors were paying close to \$200 for complete copies of *Panzer Dragoon Saga* without batting an eyelash.



ROOM OF DOOM

Gilbert, Arizona is where you'll find this month's "Room of Doom," the video-game collection of Jay Drain. Jay's seven bookcases are stuffed with over 1,000 games and consoles from the Atari VCS (2600) through the PS2, GameCube and Xbox. What's really impressive about Jay's collection is the fact that most of his games and systems are complete with the original boxes and instruction manuals.

We invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send several photos of your proudly-displayed games to "Room of Doom," *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell us about the highlights of your collection.



Obscure NES Movies

In the late '80s/early '90s, the Nintendo Entertainment System was hugely popular and every game publisher was scrambling to find the next big NES hit. Anxious to get games into the stores, some publishers took Japanese titles that were based on licensed properties and released them in the U.S....even if the properties were unfamiliar to American audiences.

If you're an NES fanatic, you've probably played at least one of the following games without ever knowing that it was based on a feature film. Each of these movies can be found on VHS or DVD and will serve as a unique supplement to your NES collection. Remember, collectors love a conversation piece!

Nemo → Little Nemo: The Dream Master

One of the most ambitious anime features ever produced, *Nemo* was based on Windsor McCay's popular *Little Nemo in Slumberland* comic strip, which originated in American newspapers in 1905. The film was a true international collaboration, with contributions from such diverse creators as noted science fiction author Ray Bradbury, Harry Potter director Chris Columbus and comic artist Jean "Moebius" Giraud—but the project's origins were Japanese. Masami Hata, the film's director, had worked on several dozen anime films and TV series, including *The Legend of Sirius* and a little-known *Super Mario Bros.* theatrical feature from 1986, and even Hayao Miyazaki (*Nausicaä of the Valley of the Wind*, *My Neighbor Totoro*) was involved with the *Nemo* film in its very early stages.



Nemo premiered in Japanese theaters in 1989, and Capcom got the rights to release *Nemo: Pajama Hero* for the Famicom game, but was removed from the U.S. version to comply with the strict content guidelines enforced by Nintendo at the time.

Famicom (the Japanese NES) the following year. The game was quickly localized for U.S. audiences and released here as *Little Nemo: The Dream Master*, also in 1990. Only minor modifications were made—for example, the cigar that Flip smokes throughout the movie appears in the Famicom game, but was removed from the U.S. version to comply with the strict content guidelines enforced by Nintendo at the time.

Most contemporary reviewers assumed that the NES game was based on the turn-of-the-century comic strip, since the film was not distributed in North America until 1992 (as *Little Nemo: Adventures in Slumberland*). Released on DVD by FUNimation in 2004, the movie is now readily available.



Kwai tsan tseh → Kung Fu



Known in the U.S. as *Wheels on Meals*, 1984's *Kwai tsan tseh* was a prime example of Jackie Chan's outstanding collaborations with his former schoolmates and brothers-in-arms, Sammo Hung and Yuen Biao. All three men have become legendary actors, directors and action coordinators in Hong Kong, and this film showcases them in a key period for the martial arts genre. Jackie plays Thomas, a skilled martial artist working in the humble food service industry. When he learns that the beautiful Sylvia has been kidnapped by a gang of thugs, he fights through the gang's fortress in an attempt to rescue her from the powerful boss.

It's safe to assume that very few of the people who played *Phantom Fighter* had any knowledge of its original source. Fortunately, *Mr. Vampire* was recently issued on DVD as a budget-priced title in 20th Century Fox's Fortune Star line. Like the other films listed above, this DVD would make a fine complement to any collector's cache of NES memorabilia.



The movie was so popular in Japan (where it was released under the title *Spartan X*) that Irem licensed the rights and rushed a video-game version into arcades before the year's end. Unfortunately, the game was stripped of its original title and movie license when it was brought to U.S. arcades as *Kung-Fu Master*, so nobody even knew that the game's main character was Jackie Chan—and few people would have cared, since he didn't really catch on with American audiences until the '90s. A Famicom conversion appeared in Japan in June of 1985, and Nintendo picked up the rights for the U.S., releasing *Kung Fu* as a first-party NES game just four months later.

Wheels on Meals was released by Tai Sang on VHS in 1997 and on DVD in 2000, but both are currently out of print, so you might have a little trouble tracking down a copy for your collection.

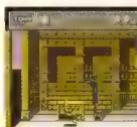
Geung si sin sang → Phantom Fighter



Produced by Sammo Hung, the alternately scary and hilarious action film *Geung si sin sang* stars Lam Ching Ying as Master Ko, a Taoist priest who battles against hopping kyoshi (mythical Chinese zombies) with the help of his bumbling assistant Dan (Ricky Hui). Anyone familiar with *Shaman King* or the

Darkstalkers series will recognize the blue-skinned kyoshi, which in the film are kept immobilized by the traditional paper talismans affixed to their foreheads. The movie was a huge hit all across Asia, inspiring several sequels...and it was especially popular in Japan, where it was titled *Reigen Doushi* and spawned a Famicom game of the same name.

Released in the U.S. as *Phantom Fighter*, the game was slightly modified to avoid further licensing fees (for example, the close-ups of the characters' faces have been altered), but there's no mistaking the stiff arms and distinctive hopping patterns of the kyoshi! The game's opening sequence was also left intact: It perfectly recreates a key scene in the film where a kyoshi breaks out of a sealed coffin marked with a grid of ink lines.



We're not sure exactly when the 1985 film was first seen in America—where it was renamed *Mr. Vampire*—but

it's safe to assume that very few of the people who played *Phantom Fighter* had any knowledge of its original source. Fortunately, *Mr. Vampire* was recently issued on DVD as a budget-priced title in 20th Century Fox's Fortune Star line. Like the other films listed above, this DVD would make a fine complement to any collector's cache of NES memorabilia.

GameCube tips



AGGRESSIVE INLINE

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering each code correctly.

- * * * * + * * * * + B A B A—Unlock all levels
- * * * * + * * * * + B A +—Unlock all characters
- * * * * + * * * * + B A +—Juice regeneration
- * * * * + * * * * + B A +—Super spins
- * * * * + * * * * + B A B S—Low gravity wall ride

SKELETON—Obtain all keys

BIGUPYASIELY—Perfect prints

JUSTIN BAILEY—Perfect handprints

QUEEZDONTSLEEP—Perfect manual

KHUFU—Bait! don't you care to lose juice [note: this code will have no effect unless you activate the "Juice Regeneration" code first]

BALDUR'S GATE: DARK ALLIANCE

Play as Drizzt Do'Urden

At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.

Level Warp & Immortality

At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear.

BATMAN: RISE OF SIN Tzu

Cheat Codes

At the main title screen (when the words "Press Start" appear), hold L + T and enter any of the following codes. A confirmation sound will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.

Unlimited health—Up, Right, Up, Left, Down, Left, Down, Right

Unlimited combo meter—Left, Right, Down, Up, Up, Down, Right, Left

All upgrade codes—Down, Up, Down, Left, Down, Right, Up, Down

All end-of-game rewards—Left, Down, Left, Right, Left, Down, Right

Dark Knight difficulty level—Right, Up, Up, Right, Left, Down, Right, Up

BLOOD Omen 2

Cheat Codes

At the main menu, press Z, R, L, B, X, Y. You'll hear a special sound effect to confirm. When you start a new game, you'll have the Soul Reaver and Iron Armor.

CASPER: SPIRIT DIMENSIONS

Cheat Codes

At the title screen, press L + R + E and hold all three buttons down until you hear a chicken make a clucking noise. Now begin a game and Casper will start with the Ghost Power, Fire Enhancement and Ice Enhancer spheres.

COLLECT DESERT STORM II

BACK TO BAGHDAD

Cheat Code

At the main menu, press Z, Z, Y, Y, X, B, B, START, START. A new "Cheats" option will appear in the Options menu.

DEF JAM: FIGHT FOR NY

Cheat Codes

Choose "Extras" from the main menu, then select the "Cheats" option and enter the following codes.

D U C K E T S—100 Reward Points

C R O O K L Y N—100 Reward Points

T H E S U C C E C—100 Reward Points

G E T S T U F F—100 Reward Points

N E W J A C K—100 Reward Points

A K I D S—100 Reward Points by Chiang G H O S T S H E L L—Unlock "Kore" song

M I L I T A I N—Unlock "Anything Goes" by C N N C H O C O C I T Y—Unlock "Comp" by Comp C A R T A G E N A U—Unlock "Take a Look at my Life" by Fat Joe

P O W E R—Unlock "O.G. Original Gangster" by Ice T

P U M P—Unlock "Walk with Me" by Joe Budden

B I G B O Y—I—Unlock "Bust" by OutKast

K I R K J O N E S—Unlock "Man Up" by Sticky Fingaz

DEF JAM VENDETTA

Unlock Characters

At the main menu, select Battle mode and choose any match type. At the character select screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

A s p a r t a , Y , X , X

B r i g g e s A l t e r n a t e C o s t u m e—A , B , X , Y , X

C a r i a n —A , Y , A , A

C h u k k e r —Y , B , A , X

C r u z —X , B , A , X

D - M o b —Y , B , A , X

D - M o b - A l t e r n a t e C o s t u m e—Y , B , Y , Y

D - M o b —X , A , X , B

D e b o o —X , A , X , B

D e s o n —X , Y , X , B

D e r a k e —B , B , X , X

F u n c a t u r e M a x e —X , B , X , X , Y

H a d c h a e —B , B , B , Y , X

H o u s e —B , A , B , X

I c o n —Y , B , X , Y , X

J u d y —J , X , X , B

M a n n y A l t e r n a t e C o s t u m e—X , Y , X , Y , X

M a x a n —A , B , X , Y , Y

M e t h o d M a n —Y , X , A , B

M o s e s —B , B , Y , Y , A

N O R E —X , Y , B , A , X

N o m e n —Y , X , A , B

O d d s —X , B , X , B

O p a l —Y , X , Y , B , Y

P e e w i e —A , A , Y , R , Y

P e e w i e A l t e r n a t e C o s t u m e—A , B , B , Y , X

P e n n y —A , A , B , X

P o c k e t s —B , B , Y , X , A

P r o f e c t O l t e r C o s t u m e—A , Y , B , Y , X

R a d m a n —X , X , B , Y , A

R a d m a n A l t e r n a t e C o s t u m e—Y , X , A , B , B

R a f r e c k —A , Y , A , B , Y

S a c r i f i c e —Y , X , A , B , Y

S c r i t c h —B , B , X , Y , A

S n o w m a n —B , B , A , A , X

S p i d e r A l t e r n a t e C o s t u m e—Y , B , A , Y , X

S t r a i g h t —Y , X , A , X , X

T a n k A l t e r n a t e C o s t u m e—B , Y , X , A , A

T a z e r —B , B , Y , A , A

U n l o c k S t a g e s

At the "Choose Stage" screen in Battle mode, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.

The Warehouse—A , A , Y , A , Y

G r i m v e l l e —Y , Y , Y , A , Y

L u c k y L u d o —B , B , Y , A , Y

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

T h e F a c t o r y Club —H o u s e —A , Y , Y , X

D e f j a m —A , X , A , Y , B

D e f j a m V e n d e t a —B , A , X , A , Y

T h e B o u n t y C l u b —A , Y , Y , X , Y

T h e C o n c e r t H o u s e —A , Y , X , X , X

T h e D r a g o n H o u s e —B , A , Y , A , X

T h e J u n k y a r d —A , Y , Y , A , B

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MakeMe Famous—Rank 1 and 10,000,000 Fan Support

The Intimidator—Unlock Dave Earthardt

Race Dodge—Unlock Dodge cars

Mr Clean Racing—Unlock Mr. Clean cars

OldSpur Motorsports—Unlock D Sport cars

Lew Straus153—Unlock Lew Straus cars

GetIn The Zone—Unlock Auto Zone cars

Dodge Stadium—Unlock Dodge Raceway track

O'Donnell University—Unlock Old Spice Speedway track

Walmar Exclusive—Unlock Lakeshore Drive track

Open Sesame—Unlock all Thunder Plates

NEED FOR SPEED: UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit Tracks in Quick Race mode—

Right, Z, Left, R, Z, L, Y, X

Unlock all Drift Tracks in Quick Race mode—

Left, Left, Left, Right, X, R, Y

Unlock all Sprint Tracks in Quick Race mode—

Up, X, X, R, Down, Down

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation sound each time you enter a code correctly.

\$1,000 Cash in Career mode, unlock Mazda RX-8

and Nissan Skyline in Quick Race mode—Left,

Left, Right, X, Right, L, R

\$200 in Career mode—Up, Up, Up, Left, R, R, R,

Down, Down

Unlock Hummer H2—Up, Left, Up, Up, Down,

Left, Down, Left

Unlock Best Buy vinyl—Up, Down, Up, Down,

Down, Up, Right, Left

Unlock Burger King vinyl—Up, Up, Up, Up,

Down, Up, Left

NICKELODEON PARTY BLAST

Unlock Secret Levels

Choose "Start Game" from the main menu, then pick a character and select Blast mode. When the "Select Level" screen appears, press Up, Up, Down, Down, Left, Right. You'll hear a chime and four "bungee" levels will be unlocked.

NINTENDO GAMECUBE PREVIEW DISC

Extra Mission

Choose "Billy Hatcher and the Giant Egg" from the main menu, then—when the words "Press Start" appear on the title screen—hold A + B + Left and then press Start. (Release A when the title screen appears.) If you don't want to skip the stage intro, instead of playing Mission 1 as usual, you'll start the demo on Mission 2.

OUTLAW GOLF

Cheat Code

Start a new game, at the name entry screen, enter "Golf_Golf_Wild" as your name and save your game. This code unlocks all the characters, stages and clubs.

Unlock Alternate Costumes

At the character select screen, hold R and press Z, Y, Y, Z, Y, Y

PUMPKIN Z

Title Screen Fun

At the title screen, when the words "Press Start" appear, press the following buttons to play around with the screen:

Press X to make a Bulburb appear. You can control it with the C-stick and press Z to make it eat P'kmn.

Press Y to make a Flint Beetle appear. You can control him with the C-stick.

Press R to make the Pkmn form the word "N'N tendo".

Press L to revert the title screen back to normal

PRINCE OF PERSIA: THE SANDS OF TIME

Secret Level

Insert a dollar into the Player 4 slot of the Gamecube's Start a new game. Then, as soon as you are able to control the Prince on the portal, hold the B button on Controller 4 and quickly press A, B, Y, X, A, B, X on Controller 1

RAVE MASTER

Unlocked Songs

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. You will hear a voice say "Yes!" to confirm the code. Rena will now be selected as your Mode and Free Mode

RED FACTION II

Unlock Everything

Choose "Extras" from the main menu and access the "Cheats" option. Press B, B, A, Y, X, Y, X to unlock all cheats and levels. After entering this code, you will have the option of turning each specific cheat on or off.

RESIDENT EVIL

Special Weapons

If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge Barry Vernon gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge is similar to the regular handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger.

Infinite Rocket Launcher

If you beat the game in Normal Mode in under three hours, you will start with the Infinite Rocket Launcher in your inventory when you play again by choosing "Once Again..." at the main menu.

Grenade Launcher Trick

(Note: This trick will only work with Jill. Also, it's possible that using this trick will adversely affect the quantities of other items in your inventory, so try that at your own risk.) With the Grenade Launcher and at least one spare set of an equipped grenade shells of any kind in your inventory, choose "Scrapbook" from the main menu; then select an item to scrap. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box—it usually contains the First Aid Spray when you start the game or the Closet Key if you've already cleared the game once.) Now select the second slot of the item box and place the item box and the item box directly onto the Grenade Launcher. You will see the Grenade Launcher icon stay in the item box screen and strip out the unequipped grenade shells again. You'll see the 496 shells stuck in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit the item box. You still will have the spare set of grenade shells; you'll also have 240 shells in the Grenade Launcher. You can now combine them from the first slot the second time you combined them. If you have more than one set of unequipped shells, you can keep swapping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time.

RESIDENT EVIL 2

Unlimited Ammo

Press START to pause the game, then choose "Button Config" from the Option menu. When the Controller Setup screen appears, hold R button and press the Z button 10 times. If done correctly, you will see the white boxes around the CONFIG and AIM settings turn red. While the camera angle is set to "Normal," press the Z button 10 times. With the "extra camera angle" code in place, choose "Settings" from the In-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The analog stick aims the camera, but if you hold the Z button, you can also use it to move the camera's position.

ROBOTECH: BATTLECRY

Secret Passcodes

At the main menu, select "New Game." At the next menu, hold L + R and press Left, Up, Down, A, Right, B. START. A special password entry screen will appear where you can enter any of the following codes:

W E W I L L W I N—Unlock all missions

M U L T I L A M Y H E M—Unlock all multiplayer missions

S P A R E M C H—I n v i n c i b i l i t y

M I S S M A C R O S S—Unlock all Verteck designs

W H E R E S M A X—Unlock all Vertechs and weapons

B A C K S T A B B E R—One-shot kills

S N I P E R R—One-shot Sniper kills

S P A C E F O L D—Faster gunpod ammo refresh

M A R S B A S E—Faster in sole refresh

M I R Y I A—Faster weapon refresh

ROCKY

Secret Codes

Enter any of the following codes at the main menu; you'll hear a special sound effect after entering a correct code.

Unlock all boxes and arenas—Hold R and press Up, Down, Down, Left, Left, L

Boxes punch harder—Hold R and press Right, Down, Left, Up, L

Boxers move faster—Hold R and press Down, Left, Down, Up, Right, L

SOOBY-DOO! NIGHT OF 100 FRIGHTS

Secret Codes

At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly.

All power-ups—Hold L + R and press X, B, X, B,

X, B, B, X, X, B, X, X

Unlock alternate credits sequence—Hold L + R

and press X, B, X, B, B

SHARK TALE

Cheat Codes

During any of the levels where you can obtain pearls, press the Z button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you enter the code correctly. Note: You can disable a cheat by entering the same code a second time.

Repear Pearls with Coins—Hold L and press X, A, X, X, X, A, X, X

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

Some creatures will fly off the screen when you touch them—Hold L and press X, X, X, A, X, X, X, X, A

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Some creatures will fly off the screen when you touch



code if you've entered it quickly enough. Now press **START** to pause, then press **B**, the game should switch to **Press Up or Down at the title screen menu** until you see the message "Sound Test"; this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the **X** button; this number represents the character you want to play with according to the following legend:

0=Samus and Tails

01=Sonics

02=Tails

03=Knuckles

Sonic 3D Blast: Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press **A, B, Right, B, X, Up, Down, B, A, Up, B, X, Up, A, X**; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

- Hold **B** and press **START** to warp to the "Lava Pouchhouse" stage.
- Hold **A** and press **START** to warp to "The Machine" stage.
- Hold **X** and press **START** to warp to the "Showdown" stage.

Sonic Spinball: See the Credits

Choose "Options" from the title menu, then when the Options menu appears—press **B, Down, A, Down, X, B, Up, B, X, Up, A, X**; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

- Hold **B** and press **START** to warp to the "Lava Pouchhouse" stage.
- Hold **A** and press **START** to warp to "The Machine" stage.
- Hold **X** and press **START** to warp to the "Showdown" stage.

Sonic Spinball: See the Credits

Choose "Options" from the title menu, then when the Options menu appears—press **X, Up, A, Up, B, R, Up, X, A, Down, X, B, Down, A, B, Down**; you'll hear a fanfare and the game's credits will appear.

Ristar: Cheat Passwords

Enter the following passwords for different effects:

M U S I C —Boss Raah Mode
D O F E L —Prize Bonus Rounds
I L O V E U —Stage Select
S U P E R E —"Super" difficulty level appears at the option screen

M A G I C U R —Adds an "Onchi" ("tome deaf") option to the sound test menu

SPAWN: ARMAGEDDON

Cheat Codes

At any time during gameplay, press **START** and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each code:

- All weapons—**Down, Left, Right, Left, Right, Left**.
- Infiniteammo—**Up, Down, Left, Right, Up, Left, Down, Right**.

Infinite health and Necroplasia—**Up, Down, Left, Right, Right, Left, Down, Up**.

Toggle blood on/off—**Up, Down, Left, Right, Up, Up, Up**.

Unlock all costumes—**Down, Left, Right, Right, Left, Left, Up**.

Unlock all missions—**Up, Down, Left, Right, Left, Right, Right**.

Unlock all encyclopedia entries—**Up, Down, Left, Right, Left, Right, Up, Down**.

SPEED KINGS

Cheat Code

Start the game and enter the "Player Setup" menu from any section. Under the player's name, enter "borkbork" as the player's name to unlock everything in the game.

SPIDER-MAN 2

Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game". At the "Enter Name" screen, type "Spider-Man" and select "Enter"; you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause, you'll warp directly to Chapter 16 with at least 44.38% of the game completed! This code also gives you 200,000 Hero Points, 10 Gold Bars, and the Web Zip upgrade. If you're playing the game online, you can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points, they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your

"Status" screen, but they'll be there when you enter a Spider Store.

THE SPONGEBOB SQUAREPANTS MOVIE

Cheat Codes

At any time during the game, press **START** to pause, then hold **L + R** and enter any of the following codes. You will hear a confirmation sound each time you enter a code correctly. For the costumes menu, you will need to exit and re-enter the stage, as the code's effect. Obviously, the Patrick codes can only be used in levels where you play as Patrick:

- X, Y, X, X, Y, X, Y, Y—Unlock all levels and challenges
- Y, Y, X, Y, X, Y, X, Y—Unlock all additional moves and upgrades
- X, X, X, X, Y, X, Y, X—Increase max health
- Y, Y, Y, X, Y, X, Y, X—Alternate costume for Spongebob
- Y, Y, Y, X, Y, X, Y, X—Caveman costume for Spongebob
- Y, Y, Y, X, Y, X, Y, X—Alternate costume for Patrick

SR5: STREET RACING SYNDICATE

Cheat Codes

At the main menu, press **Up, Down, Left, Right**. A cheat menu will appear where you can select "Cheat Codes" and enter the following codes:

- S I C K C —Unlock Toyota Supra 3.0L RZ in Arcade Mode
- S I C K G B —Unlock Subaru Impreza S202 STi in Arcade Mode
- I G O T T S —Unlock Mitsubishi Eclipse GST-T in Arcade Mode
- R E D —Unlock Ford Mustang GT-R
- M Y T G C S —Unlock Toyota Celica GT-S
- G O P P —Unlock Police Car in Arcade Mode

L I T E M G F—First three busts are only warnings!

- F I X I T U P —Free repair
- G O R E T R O —Unlock all Vinyls

TAK AND THE POWER OF JUJU

Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes:

- E a r n A l l J u j u P o w e r s : **Up, Right, Left, Down, Y, X, Down**
- M a x N u b u P l a n t s : **—Y, X, Left, Up, Right, Down, Down**
- M a x M o r b i l e s : **—Y, B, X, X, Left, Right, Max, Borbile, Up, Y, Left, B, Right, X, Down, Up**
- M a x F e a t h e r s : **—B, Y, X, Y, X, Y, Unlock Extra Bonus Features**—**Left, Right, B, X, X, Left, Right**

TIFFERS WORLDS: POOL TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu; then select "Password" from the Options menu and enter any of the following code-sensitive codes:

- T H E G I A N T O N T Y S T E R : **Unlock Justin Timberlake**
- T H E T E N N E S S E E K I D : **Unlock Justin Timberlake**

9 1 1 r e s t S T : **Unlock all Adidas sponsorship items for purchase**

C r o c 7 R 7 B : **Unlock all Callaway Golf sponsorship items for purchase**

C L 4 5 e U : **Unlock all Cleveland Golf sponsorship items for purchase**

C r o c 1 f a d : **Unlock a Croc sponsorship item for purchase**

F D G 1 5 9 7 : **Unlock all Maxfli sponsorship items for purchase**

G Y J H k 3 4 2 B : **Unlock all Never Compromise sponsorship items for purchase**

U t 4 S T W 6 : **Unlock all NKE and some Nike TW sponsorship items for purchase**

K j m M R 3 q v : **Unlock all Odyssey Golf sponsorship items for purchase**

L 4 5 3 D I T : **Unlock all PING sponsorship items for purchase**

C o s 2 a f g Y : **Unlock a TAG Heuer sponsorship item for purchase**

T o n y C r o c : **Unlock Tony Crock**

CHAOZ THE CHAOTIC SPLINTER CELL

Cheat Codes

Choose "Select" from the main menu. At the Solo menu, hold the **L + R** buttons and press **X, X, X, X, Y, Y, Y, Y**. You'll hear a sound to confirm the code. You can now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S PRO SKATER 3

Cheat Codes

Select "Options" from the main menu, then select "Code" and enter the following:

F R E A K S H O W : **Unlock all hidden characters**

M A R K E D C A R D S : **Enable "Cheats" option at the Paused menu**

M A X E M O D U T : **Give the currently-selected skater enough stat points to max out all statistical categories**

P O D P R O N : **Unlock all movies**

TONY HAWK'S PRO SKATER 4

Cheat Codes

Select "Cheat Codes" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheat Codes" from the Options screen within the "Game" menu:

g 0 1 d n : **Always Special (note: the second character is the number zero)**

b e l i e f g e f f : **Perfect Rail**

2 w h i c h p m : **Perfect Manual**

g a n t s t a r p : **Moon Gravity**

m a n d e r s e : **Matrix Mode**

o () o : **Unlocked Davy**

W a t c h _ M e . : **X p l o d e =Unlock everything**

TONY HAWK'S UNDERGROUND

Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter the following codes. After entering a code, start a game, then pause and select "Cheat Codes" from the In-game Options menu to toggle on or off:

p e t u p p : **Moon Gravity**

k e e p i t s a d y : **Perfect manual**

l i s t i l s d : **Perfect rail**

r a i r r a i d : **Perfect skates**

N O O O 1 : **Unlock THUD**

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Select "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

s t r a i g h t h e d g e : **Unlock "Perfect Rail" cheat**

l i k e p r o d e : **Unlock "Always Special" cheat**

u n c o n t r o l l e d : **Unlock Nitro**

b r i t t e r e l : **Unlock Nige Baker**

x l a r g e : **Unlock Phil Margera**

w a k p : **Unlock Ben Franklin, Bull Fighter, Griffin Tagger, Shrimp Vendor, Jester and Ryan Sheckler**

s i c k f i c k : **Unlock all moves**

s i r r o w n : **Unlock all levels**

TRUE CRIMINAL STREETS OF L.A.

Unlock All Upgrades

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up, A**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that a bonus Missions will be unavailable after entering the code.

Change Car Mass

While driving, press **START** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.

Decrease car mass—**Down, Down, A**

Increase car mass—**Up, Up, A**

Unlock Snook Dogg Missions

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **R, L, Up, Right, Left, Down, Z, Z, A, Y, X, Y**. You will hear a confirmation sound if entered correctly. Load the saved game and the Mission select screen. Select the Snook Dogg mission by choosing the Snook Dogg head icon.

Play as Different Characters

Select "New Game" at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down **L + R** when selecting "OK" to make the code work:

R O S E : **Charlyne**

H U R T : **M 3 Rose in lingerie**

F A T T : **George**

B I G 1 : **Chief Wabba Parks**

F U Z Z : **Officer Johnson**

B 0 Z : **Bum**

S W A T : **SWAT**

M A R C : **Manando**

T F A N : **Gangster**

F H A M : **Butcher**

M N X Y : **Thug**

B 0 B 0 B : **Punk girl**

M R F U : **Asian gangster**

H A R A : **Asian worker**

T A T S : **Tattoo lady**

P 1 M P —Pimp

B R U Z —Boxer

H A W G —Biker

J A S S —Donkey

J M M —Zombie

TURKO: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game for that menu:

S E L L O U : **Unlock level select**

E M E R P U : **Unlock invincibility**

S I L L E V G H M : **Unlock invisibility**

T E X A S : **Unlock all weapons**

M A R C H : **Unlock a truck unlimted animo**

H E I D : **Unlock big hands**

F M F B : **Unlock all cheats**

Z O O : **Play Zoo mode**

H U N T E : **Trigger game demo**

TY THE TASMANIAN TIGER: 2: BUSH RESCUE

Secret Codes

Enter the following codes at any time during gameplay:

100,000 Quarters—**START, Y, START, Y, START, Y, START, Y, B, B, A, A**

All Bumby Keys—**START, Y, START, Y, START, Y, B, B, A, A**

Reveal all names in the vicinity—**START, Y, START, Y, B, B, A, A**

Start, Y, Y, Up, Left, Right

Unlock Level 1 Boomerangs—**START, Y, START, Y, B, B, A, A**

Unlock Level 2 Boomerangs—**START, Y, START, Y, B, B, A, X, B, Y**

WAVE: CRUSH MODE

Secret Passwords

Choose "Options" from the main menu, then hold **Z + X + A + B + C + D + Y** and press **Up** at the Options menu screen. The "Password" option will appear at the next screen, enter the following codes:

D L P H N M D O : **Unlock a dolphin, Free Roam**

K T U P W N P D : **Play Dolphin Park, stunt mode Normal**

W C X S W P 5 A : **Play Southern Island, stunt mode Expert**

M J V E L K L 6 : **Play La Raza Canal, Time Attack Normal**

J 7 B 4 W M H F : **Play Lost Temple Lagoon, Time Attack Normal**

L Q 3 T R K T E : **Play Lost Temple Lagoon, Time Attack Hard**

A J X Y P 8 S 3 : **Play Expert Championship without having to unlock it**

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions

At the Scenario Select screen, select "Cheats". Next, move the cursor to gh ghit the "Unlimited time" cheat, then hold down **L + R + Right** and press **Z**. All missions and cheats will be immediately unlocked.

WWF: CRUSH HOUR

Secret Character

Press **X, Y, L, X** at any menu screen to unlock Kevin Nash as a playable character.

X-MEN: NEXT DIMENSION

Secret Codes

At the main menu, quickly enter any of the following codes:

Unlock Everything—**Up, Up, Down, Down, Left, Right, Left, Right, A, B, START, START, START**

All characters start with nearly zero health—**Up, Up, Down, Down, A, X, Y, X**

Computer opponents just stand there—**Up, Up, Down, A, B, B, A, X, Y, Y**

Jinlmented Super-**Up, Up, Down, A, X, A, X**

YU-GI-OH!: THE FALSEBOUND KINGDOM

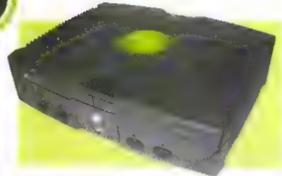
Extra Gold Cheat

While in the 3D Mode screen, move the cursor to an empty spot on the field and quickly press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive \$73 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives

Press the **START** button to pause the game, then hold **L** and press **Up, Up, Left, Right, Left, Right, Right**.



Xbox tips

AGGRESSIVE ININE

Secret Cheats

At the main menu, select "Options," then select "Cheats" and enter any of the following codes. You'll be automatically returned to the Options menu after entering the relevant code.

- + + + + + * * * B A B A - Unlock all levels
- + + + + + * * * * - Unlock all characters
- + + + + + * * * * + + + + + * - Juice regeneration
- + + + + + * * * * + + + + + * - Super spins
- + + + + + * * * A B A B S - Low gravity walmind

SKELETON-Obtain all keys

BIGUPYASIEL-Perfect grinds

JUSTIN BAILEY-Perfect handstands

QLFDZTONS,EEP-Perfect manue's

KHUFU-Bails don't cause you to lose juice (note this code will have no effect unless you activate the "Juice Regeneration" code first)

AMED 2

Cheat Codes

Select "Cheats" from the Options menu and enter any of the following codes:

M o C a P m A n -Unlocks Mo-Cap Man in Free Ride

F r o s t B y t e -Unlocks Frosty Jack in Free Ride

G e t O f f T h e L a n d -Unlocks Herman Joe in Free Ride

B u n n y -Unlock Bunny in Free Ride

G o t a m e t o l i n e -Unlock Yeti in Free Ride

B r o t h e r O F Y e t i -Unlock Bigfoot in Free Ride

R a d i c a l -Unlock '80s Snowboarder in Free Ride

M a t t H a m a m -Unlock Shiny Gar in Free Ride

C u l l i n g H e a z t e y -Unlock Shock the Penguin in Free Ride

FunnyBone-Unlock Bones in Free Ride

AllMyPeeps-Unlock all hidden characters in Free Ride

ShowRewards-Unlocks all rewards in the portfol

LowGravity-Cut gravitational force in half

SuperSpin-Cut angular damping in half (makes rotations go faster and diminish slower)

FastMove-Board up!!

MacSkills-Give your board max. skills in all categories

NoCollisions-Turn off all feature collisions

All-Maps for all terrain types behave like

AllLevels-Unlock all levels

ShowRewards-Unlocks all rewards in the port folio

TrickedOut-Unlock all grads

Don'tCrash-Your board will not crash (Note use this code at your own risk, it might cause errors in the game that can force you to restart)

AZURIK: RISE OF PERATHIA

Invisibility

At any time during gameplay, quickly press X, Black, White, Right Trigger + Left Trigger, then press in the Right Thumstick + Left Thumstick simultaneously.

God Mode + Power

At any time during gameplay, quickly press X, Black, White, Right Trigger + Left Trigger and hold Left, rotate the Right Thumstick counter-clockwise from Right to Up to Left, then press A, X

Save Anywhere

At any time during gameplay, quickly press White, Up, Down, A, B, then press the Right Thumstick. After entering the code correctly, your gem will be saved immediately, whether you are at a save point or not.

BAD BOYS: MIAMI TAKEDOWN

Unlock All Cheats

At the "Press Start Button" screen, press B, Up, X, Y, Right, Down, you'll hear a gunshot sound to confirm the code. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more). Drop whichever

item you want to duplicate and have the second player pick them up. Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and enter the second character from the first save. That character will have the same item that was just dropped as well, so you can sell off any duplicates; have them both equip the same item or break items down at the shop and recover gems. With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling them to other items.

Invisibility/Elevet Wiz

At any time during gameplay, hold Left Trigger + Right Trigger + A + B + X + Y and press the START button to bring up the cheat menu. You can tap into invisibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to, for example, you can go to Zara's study even when you're not playing as Yusar.

LEVEL UP/CHEAT

At any time during gameplay, hold Left Trigger + Right Trigger + A + B + X + Y and press the White button. Ths cheat automatically levels you up to level 10, gives you 45 Fat points and gives you \$5000 gold.

Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

THE BARD'S TALE

Cheat Codes

At any time during gameplay, hold Left Trigger + Right Trigger and enter any of the following codes:

Full health and mana-Left, Left, Right, Right,

Up, Down, Up, Down

Can't be struck-Left, Right, Left, Right, Up, Down, Up, Down

Damage x 100-Up, Up, Down, Up, Left, Right, Left, Right, Left

10,000 silver pieces and 100 adderstones—Up, Up, Down, Down, Left, Right, Left, Right

Unlock all levels—Right, Right, Left, Left, Up, Down, Up, Down

BATMAN: RISE OF SIN TZU

Cheat Codes

At the main title screen (when the words "Press Start" appear), hold Left Trigger + Right Trigger and enter any of the following codes: a confirmation message will appear upon entering a correct code. If you enter the same code again, the cheat will be deactivated.

UNLIMITED HEALING

Up, Right, Up, Left, Down, Left, Right

Unlimited combo meter—Left, Right, Down, Up, Up, Down, Right, Left

All upgrades—Down, Up, Down, Left, Down, Right, Up, Down

All end-game rewards—Left, Down, Left, Right, Left, Down, Right

Dark Knight difficulty level—Right, Up, Up, Up, Right, Down, Right, Up

BATTLE ENGINE AQUILA

Cheat Codes

At the main menu, select "New Game," then enter any of the following codes at the "Choose Game" screen:

I E V A H —Unlock all levels

B 4 K 4 2 —Unck "God Mode" menu (choose "Options" from the Paused menu to find it)

1 0 5 7 0 2 —Unck all 230 Goodies

BATTLESTAR GALACTICA

Cheat Codes

From the main menu, then select "Extras" and press Up, Down, Left, Left, Right, Right, Left, Left, Down, Right at the Extras menu

All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

ULTIMATE WINGMEN

Choose "Options" from the main menu, then select "Extras" and press Down, Down, Left, Down, Down, Up, Right, Right, at the Extras menu Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game

BIG MUTHA TRUCKERS

Invisibility

Select "Options" from the main menu, then select "Cheats" and enter the following codes

V A R E L Y -Unlocks Evil Truck

C H A E T I N G M U T H A T R U C K E R -Unticks all remaining cheats

BLOODRAYNE 2

Cheat Codes

Select "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Whack This Moledng Nrga-Refill amino

Cargo Frenz p.mk -Kak-Refill cargo 1,000 points

Jett Nurture Qweef Super—Credit Gun 1,000 points

Whiskey Kablow Shoot-Enable all gun modes

Ugly Dark Curse Entry-Vote for enemies

Blue Green Purp e.lmp -Freeze enemies

Le Ta To ja Durt Kviss -God mode

Quantum Lamont Distorted -God mode-Time factor

Whack This Moledng Nrga-Refill amino

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Jett Nurture Qweef Super—Credit Gun 1,000 points

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Nintendo DS tips

FEEL THE MAGIC: XYXX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the Nintendo DS before turning the system on. When *The Feel of the Magic: XYXX* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert Puyo Pop cartridge—Unlock Maniac Head Piece 19

Insert Kirby Advance cartridge—Unlock Maniac Head Piece 17

Insert Sonic Battle cartridge—Unlock Maniac Head Piece 21

Insert Sonic Pinball Party cartridge—Unlock Maniac Head Piece 20

Disappearing Bikini

Select *Disappearing Bikini* from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.

Sample Your Voice

Press Down + Y at the title screen, then say something into the microphone while the recording icon is blinking at the bottom of the lower screen. You can record up to five words to play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down/Left + X to play it at a slower speed or press Down/Right + X to speed it up.

KIRBY: CANVAS CURSE

Secret Characters

- Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

- Dedede Ball—After you unlock the Waddle Dee Ball, you can buy the Dedede Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

- Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

- Waddle Doo Ball—After you've beaten the game at least once, insert *Kirby and the Amazing Mirror* or *Kirby Nightmare in Dreamland* into the GBA slot of the Game Boy Advance slot of your DS. When you start a game of *Kirby: Canvas Curse*, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medal

The Jump Game unlocks in the Game Select menu when you have gathered enough coins after it. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

PING PALS

Unlock Shantae Background

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and go back to the DS menu. Tap the DS icon on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ring Pal/SHQ" button (to load the game) at that exact second. When the game starts, check the item shop and you'll find the Shantae Background available for sale.

Hi-Lo Trick

When you lose a round in the Hi-Lo game, exit the game before Snakey takes your coins and you won't lose them.

POLARISUM

Puzzle Passwords

The following puzzle passwords appeared on Nintendo's official Web site in Japan. If you enter them by accessing the "Password" option from the Puzzle/Edit menu, you can download them as your own custom puzzles, to solve at your leisure and to trade with your friends via the DS Wireless Link.

Butterfly (Difficulty: B)

15 55 6 8 7 0 9 1

6 8 9 0 1 2 3 4

8 7 4 7 0 4 9 8 2

Snail (Difficulty: B)

8 3 3 9 4 2 4 8 0 0

9 6 4 6 0 6 2 3 0 0

0 4 5 7 4 5 9 4 0

Praying Mantis (Difficulty: C)

1 5 1 6 5 1 7 0 1 0

1 3 2 4 7 0 7 7 2

6 5 5 9 6 2 0 1 3 0

Ladybug (Difficulty: A)

9 3 7 9 7 0 9 7 1 2

9 4 7 3 0 4 2 8 2 3

5 9 5 8 3 1 6 3 1 6 4

Unicycle (Difficulty: C)

7 0 5 6 8 7 5 9 2

6 8 2 7 1 1 0 0 2 2

7 9 8 2 7 0 1 3 0

Tank (Difficulty: B)

1 1 3 6 0 9 0 1 2 2

1 6 3 1 9 1 0 1 7 2

9 7 5 6 8 8 0 2 8 1

Yacht (Difficulty: B)

7 7 7 1 4 4 5 0

3 8 1 2 4 9 7 9 1 2

8 0 2 7 1 2 8 2 3 6

Helicopter (Difficulty: A)

0 0 2 2 3 2 2 7 2

6 9 6 9 6 8 6 6 8 2

5 6 8 0 2 9 8 8 1 2

4 5 8 0 3 9 8 8 1 2

Bullet Train (Difficulty: B)

7 4 2 7 0 4 4 0 4

3 8 2 9 6 6 5 0

6 2 4 3 0 3 7 2 2

Frog's Egg (Difficulty: B)

5 3 2 7 4 8 4 2 1

2 0 6 9 9 8 3 8 2 3

3 7 0 3 1 5 5 2 5 2

Fadow (Difficulty: B)

4 6 9 9 8 0 6 9 6 2

5 8 7 0 5 2 7 2 2

6 2 8 9 4 6 0 2 6

Frog Legs Grow! (Difficulty: A)

5 1 5 0 3 0 2 4 2 3

8 9 0 8 6 5 1 6 0 4

7 6 7 6 1 9 8 3 8 2

3 7 0 3 1 6 8 0 6 3

5 0 4 0 3 2 4 2 3

4 7 2 6 0 5 6 4 3 3

5 9 1 6 1 3 4 6 3 3

A Frog (Difficulty: C)

3 6 7 6 1 1 5 7 1 2

0 2 2 8 0 2 0 8 2 3

0 3 2 8 0 2 0 5 1

3 6 6 7 0 2 0 5 1

3 7 7 7 0 8 7 8 3

9 6 9 6 5 2 3 6 0 1

4 1 4 7 7 4 6 4 6 0

Dolphin (Difficulty: B)

3 6 2 7 9 9 3 3 2 3

5 3 8 6 1 6 8 0 2 3

4 9 7 9 7 2 5 9 2

6 0 7 0 2 0 5 1

8 0 5 0 2 8 1 9 2

7 0 3 7 5 5 1 9 2 2

8 9 8 2 8 4 9 5 2 0

Whale (Difficulty: A)

5 4 6 3 4 9 5 5 1 4

3 8 5 6 0 8 7 3 0 0

5 0 4 2 0 2 0 7 0

Dog (Difficulty: B)

3 2 3 1 8 5 6 8 8 1

7 4 9 2 0 2 9 7 5 2

3 2 7 0 9 7 6 3 1

Hurdling Start (Difficulty: C)

1 5 6 1 3 4 9 5 1 4

6 3 7 4 8 6 7 8 3 3

3 2 0 9 1 3 3 2 2

Hurdling Jump Two... (Difficulty: A)

5 1 5 8 4 7 4 8 5 3

5 1 0 1 7 2 3 6 2

7 8 6 5 6 3 9 1 1 4

Hurdling Run (Difficulty: A)

5 8 9 5 1 9 5 2 1 3

4 8 1 7 1 8 5 2 7 2

7 7 2 6 1 9 5 2 1 2

Hurdling Stomp (Difficulty: C)

7 2 6 3 0 6 9 6 8 2

3 2 2 5 1 4 2 4 9 2

1 3 5 0 7 9 2 5 6 1

Hurdling Jump! (Difficulty: B)

9 6 8 0 1 4 2 4 0 3

9 8 0 1 4 5 4 3 1 3

3 8 0 1 4 5 4 3 1 1

New Year's First (Difficulty: C)

6 3 7 6 1 9 4 5 3 3

3 3 9 2 0 6 3 6 1 2

0 3 3 3 4 2 2 5 0 4

New Year's Month (Difficulty: C)

9 0 0 3 2 8 3 6 2 6

7 7 7 1 8 4 3 6 2

New Year's Mirror Rice Cake (Difficulty: B)

7 0 4 4 7 0 1 8 7 2

5 8 4 3 5 2 7 2 1 1

1 8 3 9 9 6 5 2 0 0

New Year's Spinning Top (Difficulty: C)

7 2 1 3 2 1 6 9 1 3

9 4 0 8 1 2 0 6 1 4

0 3 3 3 1 6 4 2 1 2

New Year's Kite (Difficulty: C)

2 5 9 8 6 4 2 2 3

0 4 0 5 5 2 6 7 0 3

7 2 8 3 1 9 7 8 8 1

New Year's Making Rice Cake (Difficulty: B)

5 9 3 2 0 2 6 3

3 7 4 3 0 7 8 6 5

4 6 9 4 9 9 0 1 0

Small Christmas Tree (Difficulty: B)

6 2 9 5 1 4 0 2 8 3

5 8 3 8 4 6 4 2 8 3

9 4 9 6 6 2 9 9 5 3

Speaking of Christmas... (Difficulty: A)

1 7 2 0 5 3 0 9 1 4

8 2 9 5 2 0 7 8 6 5

0 7 0 0 1 2 0 6 0

Reindeer! (Difficulty: B)

2 0 1 7 4 0 9 0 4

1 6 5 2 1 9 7 0 3

9 0 8 7 0 3 7 8 7 1

3 7 0 8 7 3 7 8 7 1

Santa Claus! (Difficulty: A)

5 3 5 3 9 1 5 6 9 2

0 7 0 0 1 2 0 7 3

3 0 5 3 9 1 6 7 3

0 8 5 7 4 8 6 2 7 2

3 7 5 7 4 8 6 2 7 2

Is It a Chick? (Difficulty: A)

3 6 2 4 8 1 0 2 3 6

0 5 6 4 2 0 0 2 8 3

1 1 8 5 0 5 8 7 9 2

Is It a Chick? (Difficulty: B)

5 7 1 6 9 3 0 7 9 2

5 5 0 9 2 4 1 4 4

6 1 6 9 9 3 1 1 9 2

It's a Phoenix! (Difficulty: B)

0 1 7 4 3 2 1 2 8 3

5 2 8 1 8 3 6 0 0 4

5 0 9 5 9 4 0 8 2 3

PUYO PUO PUO FEVER

Unlock All Galaxy Items

Choose "Options" from the main menu, then select "Gallery". At the gallery screen, highlight "View Cut scenes," hold the X button and press Up, Down, Left, Right. You'll hear a sound to confirm; now all of the cutscenes and the voice samples of the characters will be unlocked.

Endless Puyo PUO

From the main menu, then highlight the mode you wish to play and press Up, Down, X, A. You'll hear a sound to

confirm, and the character-select screen will appear.

In this mode, also if you hold the X button down while selecting a character, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

Single Puyo PUO Cheat

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press Up, Down, Left, Right. You'll hear a sound to confirm; now all of the cutscenes and the voice samples of the characters will be unlocked.

Classic Pattern

If you hold the X button down while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

Everybody Puyo PUO Cheat

To force the computer player(s) to lose during Everybody Puyo POP, hold L + R and press SELECT.

Computer Control

In a two-player match, if you hold a handicap option before the match, when you tap the SELECT button while choosing your handicap, the computer will control your character.

Bonus Pictures

If you play *Puyo Fever* with a copy of the Game Boy Advance version of *Puyo Puyo* (either the original or the Game Boy Advance version), when you tap the "View Cut scenes" button on the title screen, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

Microphone Tricks

If you blow into the DS microphone during a main menu screen, bubbles will appear and the menu options will bounce.

If you blow into the DS microphone during the instructional demo, the bubbles will appear on the bottom screen. Turn the DS around to look at the bottom screen.

If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will move away.

If you blow into the DS microphone during a regular cutscene, the character will move away.

If you blow into the DS microphone at the title screen, a game will appear. A score will be displayed and the top screen will fall from below. You can tap a point for each bounce. After ten bounces, another puyo will appear; after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, you'll lose a point. The puyo will keep falling until you tap it twice.

Secret Mini-Games

If you complete the WakuWaku Course or Harahara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the screen to see the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice.) Nine different characters will be displayed in succession.

If you cleared the course without continuing, if you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves

From the main menu, then select "Spider-Man's Moves" inserted in the GBA cartridge slot of the DS, all of Spider-Man's special moves will be unlocked when you start a new game or load a saved game.

PSP tips

ARCHER MACLEAN'S MERCURY

Cheat Code

Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HGT", then return to the main menu. Now go to "Cheats & Codes". Continue until the world select screen appears, hold L + R and press SELECT to unlock all of the levels (and most of the moves at the Watch Movies menu). Hold L + R and press SELECT again to lock the levels.

ATV OFFROAD FURY: BLAZIN' TRAILS

Cheat Passwords

Select "Options" from the main menu, then select "Player Profile". Scroll down to "Enter Cheat" and enter any of the following codes. Note the spaces in some of the codes. Also note the lowercase letters in the first code, and the number zero in the fifth code.

ALL ACCESS—Unlock everything except the Fury bike.

BILLBOARDS—Unlock all music videos

DUBS—Unlock all trees

DUDS—Unlock all ride gear

NOGAMI—Unlock all events

SMOG TEST—Unlock all exhausts

TO LAZY—Unlock all ATVs except the G-Ride or Trick It Out

UNLOCK ALL—Unlock all bike parts

SMONEYBAGS—Earn 1500 cred ts

+THREE—Unlock Ravage Talon ATVs

DARKSTALKERS CHRONICLE

THE CHAOS TOWER

Unlock EX Options

At the main menu, highlight "Options", hold the L button down, then continue to hold the L button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.

Secret Characters

Enter the following codes to reveal secret characters at the character-select screen in Arcade mode:

Oboro Bishamon—High ghit bishamon, hold the START button and press any Punch or Kick but ton

Shadow—Highlight the "?" box, press the START button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match)

Marionette—Highlight the "?" box, press the START button four times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent)

Alternate Form Codes

At the Stage Select screen in Network or Training mode, highlight the name of any stage, hold the START button and press any Punch or Kick button to play an alternate version of that stage with different colors.

GRETZKY NHL

Cheat Codes

Choose "Gretzky Challenge" from the main menu, then select "Unlockables". When the Unlockables menu appears, press the START button to access the codes. You will now see any of the following codes. Be sure to include the space characters exactly as they appear below—and note that certain codes combine the effects of other codes, so you don't have to put them all in.

FLYING VEE—Unlock alternate Anaheim Mighty Ducks uniform

THREE-HEADERS THE MAX—Unlock alternate Atlanta Thrashers uniform

NOMAR STILL RULES—Unlock alternate Boston Bruins uniform

IN THE SNOW BEUL—Unlock alternate Buffalo Sabres uniform

SNOW DRIFTS—Unlock alternate Colorado Avalanche uniform

WINDY CITY—Unlock alternate Chicago Blackhawks uniform

THREE ALARM BLAZE—Unlock alternate Calgary Flames uniform

BLJE SHOES—Unlock a ternate Columbus Blue Jackets uniform

HOCKEY IN TEXAS—Unlock the alternate Dallas Stars uniform

PUMPKIN OIL—Unlock the alternate Edmonton Oilers uniform

SOUTH STARS—Unlock the alternate Flor da Panthers uniform

IT IS GOOD TO BE THE KING—Unlock alternate National Hockey League

COLD AS ICE—Unlock the alternate Minnesota Wild uniform

LAWING ISLAND—Unlock alternate New York Islanders uniform

GREAT WHITE WAY—Unlock alternate New York Rangers uniform

ALIEN VS NASHVILLE—Unlock alternate Nashville Predators uniform

MARSHAL LAW—Unlock alternate Ottawa Senators uniform

ANIMALIC—Unlock the alternate Philadelphia Flyers uniform

GET A BIG BOAT—Unlock alternate San Jose Sharks uniform

HEY TERRANCE—Unlock alternate Toronto Maple Leafs uniform

WING COAST FH—Unlock alternate Vancouver Canucks uniform

MARKETING PLOY—Unlock al alternate uniforms

WICKED HAAAHAAH—Unlock 1928 Vintage Boston Bruins uniform

FRENCH FOR CANADIAN—Unlock 1980 Vintage Quebec Nordiques uniform

CAPONE—Unlock 1939 Vintage Chicago Blackhawks uniform

FLAME ON—Unlock 1977 Vintage Calgary Flames Away uniform

BEEP BEEP—Unlock 1927 Vintage Detroit Red Wings uniform

TWIN STAR—Unlock 1970 Vintage Minnesota Vikings uniform

THREADS OF CHAMPS—Unlock 1979 Vintage Edmonton Oilers Home uniform

A SCARY SIGHT TO THE HOME CROWD—Unlock 1979 Vintage Edmonton Oilers Away uniform

ALL HAIL WAYNE—Unlock 1983 Vintage Edmonton Oilers Away uniform

YOUNG KINGS—Unlock 1967 Vintage Los Angeles Kings Away uniform

KING WAYNE—Unlock 1989 Vintage Los Angeles Kings Home uniform

KING GRETYZKY—Unlock 1989 Vintage Los Angeles Kings Away uniform

THE HABS—Unlock 1910 Vintage Montreal Canadiens uniform

LE HABITANT—Unlock 1924 Vintage Montreal Canadiens uniform

YOU'LL NEVER DIE—Unlock 1975 Vintage Kansas City Scouts uniform

WING IT—Unlock 1977 Vintage Colorado Rockies uniform

ORDWAY MADE ME DO IT—Unlock 1978 Vintage New York Islanders Away uniform

NEW YORK, NEW YORK—Unlock 1976 Vintage New York Rangers Away uniform

UPPER WEST SIDE—Unlock 1999 Vintage New York Rangers Home uniform

SOHO—Unlock 1999 Vintage New York Rangers Away uniform

THE SENATOR—Unlock 1932 Vintage Ottawa Senators uniform

MONDO OF CANADA—Unlock 1990 Vintage Montreal Jets uniform

WINGSPAN AND MAIN—Unlock 1990 Vintage Winnipeg Jets Away uniform

CHEESESTEAK—Unlock 1967 Vintage Philadelphia Flyers Away uniform

POPPIN TALK—Unlock 1967 Vintage Pittsburgh Penguins Away uniform

STEEL THUNDER—Unlock 1988 Vintage Pittsburgh Penguins Home uniform

MARDI GRAS—Unlock 1979 Vintage St. Louis Blues Home uniform

A BLUE NOTE—Unlock 1979 Vintage St. Louis Blues Away uniform

VINTAGE BLUES—Unlock 1995 Vintage St. Louis Blues Away uniform

SHARK BAIT—Unlock 1993 Vintage San Jose Sharks Home uniform

NORTH OF THE BORDER—Unlock 1990 Vintage Toronto Maple Leafs Home uniform

GREAT WHITE NORTH—Unlock 1977 Vintage Vancouver Canucks Home uniform

CONGRESSIONA. WISDOM—Unlock 1977 Vintage Washington Capitals Home uniform

PORK BARREL—Unlock 1977 Vintage Washington Capitals Away uniform

OLD N BUSTED—Unlock all vintage uniforms

UNSTOPPABLE GREATNESS—Unlock alternate Gretzky 1979 in the free agent pool

SHOOTAZ—Unlock Wayne Gretzky 1987 in the free agent pool

WEST COAST WAYNE—Unlock Wayne Gretzky 1994 in the free agent pool

A LEGEND ON ICE—Unlock Wayne Gretzky 1999 in the free agent pool

CLONED IN BRANTFORD—Unlock all Wayne Gretzky in the free agent pool

ROBO CHECKS—Unlock RoboEnforcer Model-44 in the free agent pool

THREAD A NEEDLE—Unlock Perfect Aim Mode option

SLAP THAT PUCK—Unlock Perfect Slap Shots option

CAFFEINATED—Unlock No Skater Fatigue option

ALL ABOARD—Unlock Big Boards Checking option

VISION OF GLORY—Unlock the Stanley Cup Championship video

EASTERN PRIDE—Unlock Eastern Division Championship video

BEHIND THE CURTAINS—Unlock The Making of Gretzky's 1985 video

SHENOLCO—Unlock al unlockable items

CANADIAN DOLLAR—Earn one Gretzky point

HOT SHOTS GOLF: OPEN TEE

Cheat Code

Choose "New Game" at the title screen. When the "Create" screen appears, enter the code "STEPHEN" to unlock all characters, courses, and items. This code also makes out your HSG Rank, Challenge mode rank and character loyalty level.

METAL GEAR ACID

Passwords

Select "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

j h u t y—#1474 Jeuty

k a r e n—#182 Karen Hoyer

m i k a —#178 Mikay Slayton

v i p e r—#173 Viper

x m e g h t—#199 XM8

MIB

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following codes at the pause menu. You will not receive any special confirmation each time you enter a code correctly.

Increased pitch speed—Up, Up, Left, Right, Right, Up

Faster player (running and flying)—Left, Left, Up, Left, Right, Right, Down

Slower players (running and flying)—Right, Right, Up, Left, Left, Down, Left, Right, Down, Down

All stars become random MLB development team members—Left, Down, Up, Right, Left, Down, Up, Right

No sound effects—Up, Up, Down, Down, Left, Right, Left

NPW BASEBALL

Cheat Code

Choose "My MVP" from the main menu, then select "Create/Editor" and create a player named "Dan Carter". As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked.

NPW BASEBALL 2: UNLEASHED

Cheat Codes

Choose "Options" from the main menu, select "Cheats & Codes" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly. Note that the codes can be enabled and disabled at the Cheats & Codes screen after entry.

W A F F T S—Unlock AFC West All-Stars

E A A S F C T—Unlock AFC East All-Stars

N A O F R C T H—Unlock AFC North All-Stars

S A O F U C T H—Unlock AFC South All-Stars

N I A S F C T—Unlock NFC West All-Stars

N I A S F E B T H—Unlock NFC North All-Stars

S N O F U C T H—Unlock NFC South All-Stars

s t z m k r y—Unlock Legends Team and Gridiron

T e a m x b i l—Unlock Team Xaibit

R e e b o k—Unlock Team Reebok

E A f i e l d—Unlock EA Field

N o z B o s i t—Unlocked Turbo

T i c k e t s—Unlock Ticket Mode

N o t h i n g—The remaining codes will only work in Single Player Quick Game Mode

G r e a s e p g—Fumble mode

G l u e h a n d s—No fumble mode

N o c h a n s—No Chains mode

F i r s t r i s—10-yard first downs

X i l b e r t C r a z y—Gamebreaker

S h r i n k t h r—Tiny players

B i g s m a—Gargantuan players

B i g p r—Big ball mode

R u n n i n g p i c n i c—Ants mode

B l o o m i n g g r o u p—No textures

G o t t a b d s h o e s—Max Speed

M a t c h H a n d s—Max Catch

B l a s t t a c k l e—Max Tackle

C e m e n t s h o e s—Sweak jumping and D-moves

S i g h t M a t t e r s—Random size

SMART BOMB

Cheat Code

At the title screen—the words "PRESS START BUTTTON" are flashing—while the words "PRESS START BUTTTON" are flashing—Down, Right, Up, Left, Right, □, □. After a few seconds, two spinning icons will appear in the corner of the screen to confirm. This code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode. By accessing the bomb select screen in Story mode, you can also unlock all the bombs in Multiplayer Timed mode and all the difficulty settings in Multiplayer Points mode.

SPIDER-MAN 2

Cheat Passwords

Select "Options" from the main menu, then choose "Specials". Now select "Cheats" and enter the following codes:

N E R G I T S—Invincibility

F I L L I M E P U—Infinite webbing

M Y H E R O—Unlock all special moves

W A R P U L O N—Unlock all levels

S P R Y F I L E—Unlock all production art

F R F R A R—Unlock all weapons and viewer

S P I D E R M A N—Unlock Spider-Man

H S A V Y T H E A D—Spidey has a big head and feet

B A H L O O N I E—Enemies have big heads and feet

TONY HAWK'S UNDERGROUND 2: REMIX

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. You will hear a swooshing sound each time you enter a code correctly.

t i g h t o p r—Unlock Perfect Rail cheat at the in-game Cheats menu

b i r d m a—n l o n c H TPS1 Tony Hawk in Secret Skates

TWISTED METAL: HEAD-ON

Cheat Codes

Enter any of the following codes during gameplay (not while paused). A confirmation message will appear at the top of the screen each time you enter a code correctly. Entering the same code again will disable the code in most cases.

Invisible—Right, Left, Down, Up, L + R

Killer weapons—Left, Up, L + R

Infinite weapons—Down, Down, L + R

Mega guns—L + R

Exchange weapons for health—□, □, □, L + R



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Destroy All Humans!

39Q0-Y7BM-DNGF1 + K191-AM1R-00NEV—[M] Must be on
6QRV-XMQZ-PEFGF + NPVU-5T90-U75UW + M3WB-VE43-5Z4E1 +
XX52-0EDU-GWFNG + 29C3-CQ1H-M4P0R + 55PF-YPDT-H1X3U +
QZQY-49A0-CJHNW—Infinite Concentration
GZQY-52A8-BVN8 + TF6E-X3VH-41G8H + EEB5-NA1C-KGMPY—
Infinite Zap-O-Matic Power
7B94-ZM1C-2MT2V + GJSC-PJ59-WKJ7—Infinite Saucer Death Ray
RAEX-F8TZ-RT1CG + 4YPE-03AC-3Q2PK—Infinite Disintegrator Ray
G4RM-JWJG-4G95J + 6X38-RY08-PAB67—Infinite Ion Detonator
ammo
9C5B-GPPW-12K24 + QGDK-KUHU-7WAPZ—Infinite Sonic Boom
and Quantum Deconstructor
MF68-A7BP-KYH5K + 0HMI-K07R-75VTW—Collect or spend DNA
for 9,984 DNA
W576-U6NJ-DTFVX + CUMO-1XK7-C98HG—Infinite Jetpack use

Fantastic 4

A4D9-81VD-QGY2Z + 35R7-9TCH-NUVJX—[M] Must be on
RJKN-HF0Q-VCD8 + 3XUQ-Z8J5-T94WH—All levels
8M65-4APY-UG973 + BQUJ-7C6C-SPD8X—Infinite bonus points
QJWZ-HK5Y-6GTGV + DMFD-MBYP-FOHV6—Unlock Hell level
4QFQ-3ARY-60PVX + 36DE-7VXTS-TMXH—Unlock Latveria 1 level
R78Z-FHTT-BC65J + 9BHQ-GYYZ-MGDUZ—Unlock Latveria 2 level
JAW5-ZXCB-5UGPX + TD48-H2J9-U0K15—Unlock Arena fight:
Guard Granny

Batman Begins

K8TT-M7GH-VH91E + JJ2C-RX3U-8NF84—[M] Must be on
C13Y-67AM-MU4KD + RF6Z-YWVRG-VNPZJ—Infinite health
2C4-TMMJ-V5JU9 + AW75-QXQB-P49AD—Infinite item use
TPBB-QA97-61NYP + ZAPJ-2C8E-F4CET—Max. area fear
CVR-9GFH-09DNW + N686-PRD7-7A4MS—Infinite armor (Batmobile)
8A0A-6RHU-G6QQB + MX9X-BK93-TGAX3—Infinite boost (Batmobile)

Fantastic 4

UJXC-9F5J-62H2B + BMCF-FB4A-UZ1V9—[M] Must be on
WVBY4-M9N9-RQ7XF + 4V0E-205Y-K061E + 4EW7-0Q28-2CZBT +
3Z1N-B6Z2-3XGN7 + YDG3-5G9Q-XBDEN + MDJF-BZD7-UE03U—
Infinite health
SW1V-1GTO-6W34V + FA6Y-5TTH-NX8XJ + TYRX-G40J-9RJ0Z—
Infinite Cosmic Power
K6AW-38H0-3MKR9 + TERA-4KZ5-UGX3W—All Story levels unlocked
F500-XTD9-R7RME + U370-5V4K-M4EAC—Infinite upgrade points
TQ3G-0AHR-WB7J1 + YNM2-44X4-B695V + ENSM-CV7E-M2AV—
All moves unlocked

Game Boy Advance

Riviera: The Promised Land

S591-AF66 + 4DA6-5F33 + F089-SE34 + 4A94-D269—[M] Must be on
8D47-55SD + CCT2-A577—Infinite health, char. slot 1
7FB8-9885 + 5489-0106—Max. health, char. slot 1
572E-1921 + 3059-3DFF—Max. strength, char. slot 1
8E67-AE2A + SEC2-CB83—Max. magic, char. slot 1
582C-9965 + 7FCF-2176—Max. agility, char. slot 1
92AA-C494 + 3D08-F923—Max. vitality, char. slot 1
0FB0-233B + D90E-E4A1—Max. resist all, char. slot 1
40CF-189D + 306A-2B59—Infinite health, char. slot 2
D8C1-E0B8 + EDC1-4DBB—Max. health, char. slot 2
3D44-4EC5 + 8951-5DF6—Max. strength, char. slot 2
A745-DB06 + B9DA-D95C—Max. magic, char. slot 2
8948-7909 + 2517-FDB8—Max. agility, char. slot 2
3DED-E754 + BF86-FD94—Max. vitality, char. slot 2
6C9E-0CCF + B1C4-5D6E—Max. resist all, char. slot 2



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Batman Begins

982D2265-78387DB4—[M] Must be on
280E569C-0CA57A65—Infinite health
28091D3A-6F157A4F—Infinite grenades
283C3886-0CA57A65—Infinite armor
283A28AE-01963EE5 + 283A28F9-B1B9F665—Max. area fear

Digimon World 4

980B56E6-78D04BF5—[M] Must be on
2816EDB8-F7A12C0E + 2816EDF6-6D5D7AF2 +
2816ED15-A136FCAB + 2816EDB6-F1588E3 +
2825100A-A1426947 + 28251076-0CA57A65—View stats (max. current HP)
2816ED68-F7B62C0E + 2816EDD6-A136B5E3 +
2816ED6D-6D447AF2 + 2827607C-A142692F—View stats (max. HP)
2816ED22-97FC2C0E + 2816EDD0-6A677AF2 +
2816ED76-A136FC52 + 2816ED64-B81C4702 +
2825159F-A14269A6—View stats (max. current MP)
2816EDD4-F7B62C0E + 2816ED62-A136B570 +
2816ED66-6D447AF2 + 2827D82D-A142693D—View stats (max. MP)

Juiced

98235782-78361AF1—[M] Must be on
2816ED40-01E200CF + 2816EDD8-B1C37A65 +
2816EDED-A1C91E6C + 2816EDD0-6A13E422 +
280D36F-A1426965—Infinite N2O
D84AF6E8-0CA5CB3E + 295D9FFF-1CD1A03E—Press L2 for max. cash (Career mode)
283E1E76-0CA57A65—Unlock everything (Arcade & Custom Race)

Medal of Honor: European Assault

985D83A1-78227103—[M] Must be on
2816ED40-01E25682 + 2816EDD8-B1C37A65 +
2816EDED-FBAA7AF1 + 2816EDD0-6A8E4B6 +
28079603-A1426965 + 280796F7-0CA57A65—Infinite health
20346A0-6FD97A65—Infinite ammo/grenades
2807AAC-0CA57A65—Infinite Medkit usage
28046F09-0CA57A65—Infinite Revive usage
2816ED03-01E23EE5 + 2816EDF7-B1C37A65 +
2816ED54-F8AA7AF1 + 2816ED01-84E8E066—Adrenaline codes:
E8198390-0CF50195 + 283D6A15-A14269F1 +
283D6AB6-0CA57A65—Press L2 + R2 to fill Adrenaline
E8191790-UCF50195 + 283D6A15-F8AA7AF1 +
283D6AB6-8BE8E066—Press L1 + R1 to let Adrenaline decrease

Game Boy Advance

Batman Begins

917266-FA1EAA + DFCFBF-A92A9 + 2308C6-7D13E5—[M] Must be on
981B1CDA3E8—Infinite health
3E9DDE-2524E1 + 674FF9-323C02—Infinite weapons
2F1FA2-A7ACE9 + 6F0FE2-231CE1—Start on Monastery stage
2F1FA2-A7ACE9 + 2F5FA3-262CC7—Start on The Docks stage
2F1FA2-A7ACE9 + 7FCDC3-2216C7—Start on Gotham City stage
2F1FA2-A7ACE9 + 3B9982-2F23F1—Start on Arkham Asylum stage
2F1FA2-A7ACE9 + 6B4BE3-2A19D7—Start on Wayne Manor stage
2F1FA2-A7ACE9 + 3BD983-2E23D7—Start on Finale stage

Yoshi Topsy-Turvy

9027DD-A3E288 + 2EA2E3-3ESDSF + B1548F-62E0D1—[M] Must be on
2B75E0-4B2AD6 + 01540F-6BA15D—Access all stages
F991E8-C52E49 + 01540F-6BA15D—Have all Eggs
5F80E-04F700—Infinite lives
5DA0E7-04F713—Have 99 coins
C8508F-E8E1CC—Have three Egglings
B5A535-9F9DB7—Invincible (boss stages)



BACK ISSUES

2000

October 2000: Spider-Man
Ultimate Fighting Championship, Incredible
Street Fighter III: 3rd Strike, Ogre Battle 64

Tips & Tricks Pokémon Report:
Special Pokémon issue with exclusive feature on
the creators of Pokémon, plus strategy guides for
Pokémon Stadium, Pokémon Trading Card
Game, Pokémon Snap and Pokémon Yellow

2001

March 2001: Star Wars Episode I – Battle for Naboo
The Bouncer, Project Justice, Blaster Master:
Blasting Again, Phantasy Star Online

April 2001: Dance Dance Revolution

Paper Mario (Part 1), Metal Slug X, Onimusha

Warlords

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Metal Gear Solid 2 Trial Edition, Daytona USA,
Point Blank, NBA Hoopz, Paper Mario (Part 2)

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Dr. Mario 64, Star Wars: Super Bombad Racing,
Pokémon Stadium 2 (Part 1), Wheelie:
American Pro Trucker, Time Crisis: Project Titan

July 2001: Crazy Taxi 2
Mario Party 3, Mat Hoffman's Pro BMX, MTV
Music Generator 2, Castlevania: Circle of the
Moon, Pokémon Stadium 2 (Part 2)

August 2001: World's Scariest Police Chases
Gran Turismo 3: A-Spec, Bloody Roar 3, Sports
Jam, CART Fury Championship Racing

October 2001: Madden NFL 2002
Pokémon Crystal, Power Shovel, Sonic Adventure
2 (Part 2)

November 2001: Spy Hunter
X-Men Mutant Academy 2, Dave Mirra Freestyle
BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001: Dragon Warrior VII (Part 1)
Time Crisis II, Batman: Vengeance

2002

January 2002: Luigi's Mansion
Oddworld: Munch's Oddsee, Capcom vs. SNK 2,
Mega Man Battle Network, Dragon Warrior VII
(Part 2)

February 2002: Super Smash Bros. Melee
WWF Smackdown! "Just Bring It," Metal Gear
Solid 2, Shrek

March 2002: Maximo-Ghosts to Glory
Mega Man X6, Pikmin, Star Wars: Obi-Wan

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Fatal Frame, Jet Set Radio Future, Smashing Drive

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Resident Evil, Sunwavyrie, Headhunter, The
Italian Job

July 2002: Dragon Ball Z-The Legacy of Goku
Dragon Ball Z-Collectible Card Game, Medal
of Honor: Frontline, Lost Kingdoms: Hunter,
The Reckoning, Resident Evil, Wipeout Fusion

September 2002: The Mark of Kri
Barbarian, Eternal Darkness: Sanity's Requiem,
Crazy Taxi 3: High Roller

2003

March 2003: War of the Monsters
Phantasy Star Online Episode I & II, Panzer
Dragon Orta, Disaster Report, Guilty Gear X2

May 2003: Tenchu-Wrath of Heaven
Army Men: Sarge's War, Dynasty Warriors 4, Tao
Feng: Fist of the Lotus, The Legend of Zelda: The
Wind Waker (Part 2)

August 2003: Warrio World
Ape Escape 2, Outlaw Volleyball, Dragon Ball Z:
The Legacy of Goku II, Wakeboarding Unleashed

September 2003: Silent Hill 3
Chaos Legion, Sonic Adventure DX: Director's
Cut, Freaky Flyer, Virtua Fighter 4: Evolution

November 2003: Mega Man X7
Viewtiful Joe, Dungeons & Dragons Heroes, The
Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

2004

December 2003: Ratchet & Clank
Going Commando, Kirby Air Ride, SSX3, Star
Wars: Rebel Strike, Castlevania: Lament of
Innocence

January 2004: Tony Hawk's Underground
I-Ninja, True Crime: Streets of L.A., Dragon Ball
Z: Budokai 2

February 2004: Final Fantasy X-2
Mario Kart: Double Dash!! , Fugitive Hunter,
Mission: Impossible—Operation Surma, Monster
Rancher 4

March 2004: Sonic Heroes
Baldr's Gate: Dark Alliance II, Wrath
Unleashed, Maximo vs. Army of Zin,
Metal Slug 5

May 2004: Poké Colosseum
Onimusha: Blade Warriors, Ninja Gaiden,
Metroid, Zero Mission

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Cell: Pandora Tomorrow
Harvest Moon—A Wonderful Life, Siren,
Samurai Warriors

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Shrek 2, Space Raiders, River City Ransom EX

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Harry Potter and the Prisoner of Azkaban,
Psi-Del, The Conspiracy, Red Dead
Revolver, The Chronicles of Riddick: Escape from
Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2
Star Ocean: Till the End of Time (Part 1),
Crimson Tears, Driv3r, Astro Boy: Omega
Factor, Puyo Pop Fever, Champions of Norrath
(Part 5)

November 2004: Mortal Kombat—Deception
Barney 3, Tekken 5, Final Fantasy XI vs.
Capcom vs. SNK, Tekken 6, Dynasty Warriors, Star
Ocean: Till the End of Time (Part 3)

2005

January 2005: Metal Gear Solid 3—Snake Eater
Grand Theft Auto: San Andreas (Vol.1), Halo 2
(Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2,
Metroid Prime 2: Echoes, Growlanser
Generations, Dead or Alive Ultimate

February 2005: GoldenEye—Rogue Agent
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal
Slug Advance, Mario Power Tennis, Grand
Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2),
Viewtiful Joe 2 (Part 2)

March 2005: Star Wars—Knights of the Old
Republic II

Shadow of Rome, The King of Fighters
2002/2003, Mercenaries, Resident Evil 4,
Grand Theft Auto: San Andreas (Vol.3), Halo 2
(Vol.3), SpongeBob SquarePants Movie

April 2005: Fight Night—Round 2
Super Punch-Out!!, Tenchu: Fatal Shadows,
Star Fox: Assault, Oddworld: Stranger's Wrath,
Grand Theft Auto: San Andreas (Vol.4), Halo 2
(Vol.4)

May 2005: Dragon Ball Z—Sagas
Tekken 5, Gran Turismo 4, Dynasty Warriors,
Psychonauts, Grand Theft Auto: San Andreas
(Vol.5), Halo 2 (Vol.5)

June 2005: Doom 3
God of War, Unreal Championship 2, Area 51,
TimeSplitters: Future Perfect, Grand Theft
Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

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Kirby: Canvas Curse, Samusen Western, Juiced,
Grand Theft Auto: San Andreas (Vol.7), Halo 2
(Vol.7)

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DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?

**MYSTERY CODES
SOLVED!**

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....



#27 THE SPONGEBOB SQUAREPANTS MOVIE

The Code: At any time during gameplay, press START to pause, then enter the following code:

PlayStation 2—Hold L1 + L2 + R1 + R2 and press □, □, □, □, □, □, □, □

GameCube—Hold L + R and press X, X, Y, Y, X, Y, Y, X

Xbox—Hold Left Trigger + Right Trigger and press Y, Y, X, X, Y, Y, X, Y

The Answer: Zachary Blackmon of Brownsville, Texas was the first reader to figure out the effects of this Mystery Code from issue #119: With the code in place, the amount of Manliness Points that you earn from picking up dumbbells is doubled. Congratulations, Zachary...your *Tips & Tricks* cap is on its way.



#31 THE GETAWAY: BLACK MONDAY

The Code: During the video sequence that appears before the main menu, press □, △, Right, □, Left, Left.

The Answer: We're sending a *Tips & Tricks* cap to Dalton Curtin of East Boston, Massachusetts for being the first to solve this Mystery Code from issue #121. After entering the code as described, select Options from the Pause Menu and you'll find a cool new setting called "Screen Effect." How did we miss that one?



#32 DONKEY KONG COUNTRY 2

The Code: Choose "Start" from the main menu, then select "Options" at the Select Save Slot screen. Now choose "Cheats" and enter the following code:
WELLARD

The Answer: Also in issue #121, this Mystery Code earned us lots of correct responses. Chad Colfax of Sussex, New Jersey was the first to write in and tell us that the code allows you to start with both Diddy and Dixie but makes the game harder by removing all the DK barrels from the game.



#37 GRAND THEFT AUTO: SAN ANDREAS

The Code: At any time during gameplay (not while paused), press Up, Left, Left, Down, □, □, L1, L1, L2, R1, R2.

The Answer: We were excited about the possibilities of having a GTA: San Andreas mystery code, but it was disappointing to find out that this code equips all the taxi cabs with nitrous and allows them to jump by pressing the R3 button. We already had a code that does exactly that! Oh, well...congratulations to Paul Kowalchyk of Mosinee, Wisconsin; enjoy your *Tips & Tricks* cap.



**CRACK
THE CODE
AND WIN
A PRIZE**

TIPS & TRICKS

from entering the code so we can verify that your answer is correct. Send your answers to:

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